

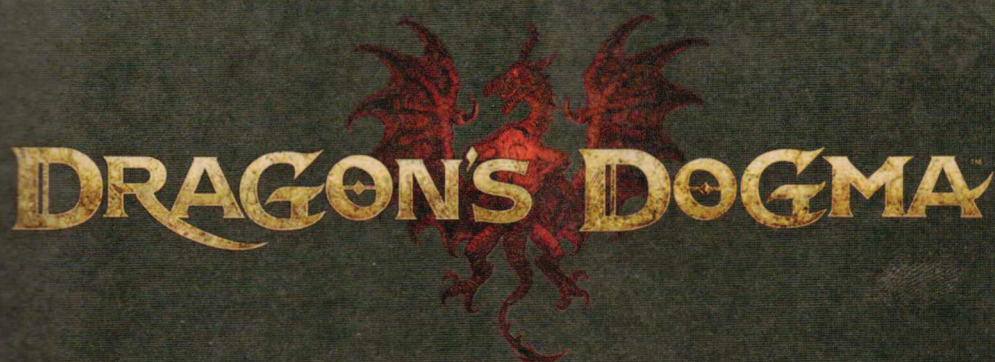
DRAGON'S DOGMA

COVERS MICROSOFT XBOX® 360 AND SONY
PLAYSTATION®3 COMPUTER ENTERTAINMENT SYSTEM

CAPCOM®

Michael Lummis
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Kenny Sims





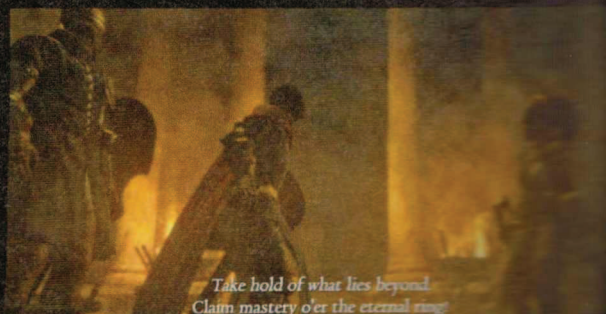
DRAGON'S DOGMA™

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BIRTH OF THE ARISEN

Gransys is a land that needs a hero. This corner of the world is besieged by dragons, strange monsters, and courtly intrigue. Their duke, once hailed as a dragonslayer, seems unable to turn the tide that has cost his people their land, their safety, and sometimes even their lives. Nearby countries won't honor their pledges to assist, and internal enemies grow with each passing night.

The people of Gransys have little chance to make it through these dark times without someone to take up the mantle of heroism and courage. They hope that someone will rise up to defeat this Dragon and make the land safe once more.



Even a hero can't change the world all alone. Every champion needs allies, and the brave pawns of the Rift are waiting to help. With their aid, even the strongest Cyclops can be cut down in moments. Armies of Goblins can be driven back. And one day, even the Dragon itself could fall.

In *Dragon's Dogma*, all of this may come to pass. You have the opportunity to become the Arisen and lead a group that has strong fighters, quick striders, and clever mages. You get to form your own teams, deciding whether to use brute force or subtlety while fighting creatures so big that several adventurers can hang from them daringly while searching for weak points to attack!



Gransys offers a multitude of areas to explore. It takes quite a long time to find everything and loot all of the treasures that lie hidden within. The information in this guide gives you the power to explore with an eye for the future. You know where the treasures are hidden and which monsters to seek or avoid.

Our Bestiary provides many hints for bringing down both small and large prey. Even at low levels and with moderate equipment, a person who knows how to craft a good party can fight many of the stronger monsters in the world. This edge makes it easier to complete the full array of quests in *Dragon's Dogma*, often without having to slow down and wait to gain experience.

Though there are three vocations to select from in the early game, *Dragon's Dogma* grows to allow nine selections—and the ability to switch back and forth between them! Because of this, you might wonder what benefits and weaknesses there are to each vocation. We tell you about their abilities and how to get the most out of them. Craft your character for single-target destruction to best the large beasts or create someone who can lay low an entire army so that no group of lesser creatures can stop you.



Learn about harvesting materials, combining items, and enhancing equipment; it's all here! You can start on these tasks early on, making your character that much stronger while learning the ropes. Base equipment is strong enough to let you win fights, but fully enhanced gear is what makes the difference between a close fight and a slaughter.

Here are the subjects that we've gathered for your perusal. Take a look at what each covers, and then go wherever your heart desires. This isn't a game that is meant to be played in a linear fashion. You can hunt through the wilderness, explore, or take on the Dragon as soon as possible. That's all up to you and this guide is here to aid you. Use it as you see fit!



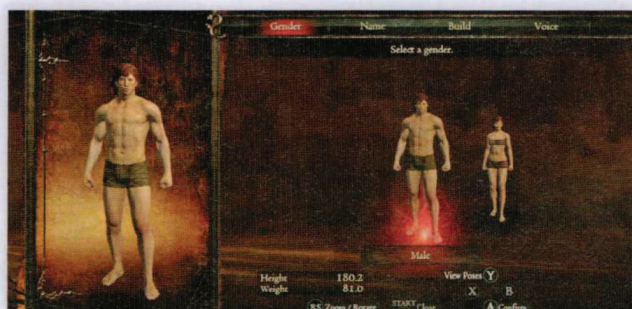
HOW TO USE THIS GUIDE

THE PLACES AND LEGENDS OF GRANSYS

Our first subject is the story of the Arisen and the background of Gransys. If you want to know more about the lore of the game and the major players in the story, this is a good place to go. We won't spoil things that happen in the later game; this is a compilation of the things that occur before the story begins and during the first stages of *Dragon's Dogma*.

FORGING YOUR HERO

Next, we go through the elements of character creation. You don't select attributes or skills during the early game, but you do get full control over the visual characteristics of your hero and the starting vocation for that character. This chapter guides you through the process and talks about some of the ramifications of your choices.



GAME MECHANICS

The controls, interface, and actions that you can take might not sound important at first. Many players hurry into the game and try to figure out how to play as they go. That's perfectly fair, and *Dragon's Dogma* does a good job of explaining itself.

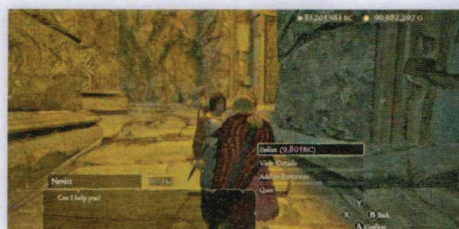
However, if you jump in too quickly there are many smaller aspects of the game that you might miss or have a harder time figuring out until later. The combat system in *Dragon's Dogma* is robust, allowing for height and weight to play a major factor in each encounter. Positioning makes a big difference too! Someone who relies on basic attack combos and Weapon Skills won't do nearly as well as someone who understands how to outmaneuver an enemy and hit them where it hurts!



USING PAWNS

Dragon's Dogma isn't meant to be played with just your hero. Throughout most of the game, your character is going to be allied with as many as three pawns. One of those side characters, your main pawn, is able to level up with you and be fully under your control. You determine which skills to take, what vocation to select, and so forth. The other two slots are for pawns that you can switch in and out with others. Do you see someone of higher level or with better skills and equipment? Swap that pawn into your party!

We tell you what to look for so that you can customize your



group. Skilled pawn use, at the tactical and strategic levels, helps make the game quite rewarding.

VOCATIONS

Learning about the game's vocation system can be challenging without help. All of the nine vocations have their own Weapon Skills and peripheral abilities as well, including some that are passive and others that require active and careful use to get the most out of. You won't know what each vocation has until you've played that class for many hours.



It's fun to explore each vocation on its own, but it's also great to have a chapter to list the abilities ahead of time. You can choose something that fits your playstyle right out of the gate.

ITEMS

Usable items and ingredients are quite essential to your survival in *Dragon's Dogma*. These tools are necessary for lighting your way, creating traps, healing your character, restoring Stamina, and upgrading equipment. There are hundreds of items in the game, and the combination system lets you toss seemingly useless items together to make powerful and valuable goodies.

We'll tell you what everything does and walk you through the combinations so that there isn't as much guess work involved in the process.



EQUIPMENT

Equipment involves your gear (weapons, armor, and accoutrements). Our chapter on equipment explains where to get the best items, how to upgrade them to their fullest, and which pieces to use at a given time. The game doesn't have a bland upgrade path that focuses entirely on raising statistics. There are absolutely better weapons and armor for specific battles. Knowing what to bring to a fight and what to wear is just as important as what you do during the encounter!



BESTIARY

The Bestiary is an extremely useful tool. All of the monsters in *Dragon's Dogma* have strengths and weaknesses. Before you know each creature, they're fairly hard to fight. By learning about how they act and what they do, you can pick up some awesome means of defeating your targets. You can avoid areas with stronger armor, counter debilitating effects, and know which elements to use for maximum carnage.



THE WORLD OF GRANSYS

Most game guides have a walkthrough that takes you through the game in a direct, linear progression. That's not really doable here. You can choose to run off and do piles of side quests at any time (and in any part of the world). Only a few places are locked off early in the game, so most of Gransys is available for exploration as soon as your hero is up and running.

To compensate, we've created a world chapter that lets you look up any region you like. No matter where you decide to go we've provided you with what you need to know for that area. You'll find detailed area descriptions, maps, lists of monsters and treasure, as well as information on all of the quests available in that region!

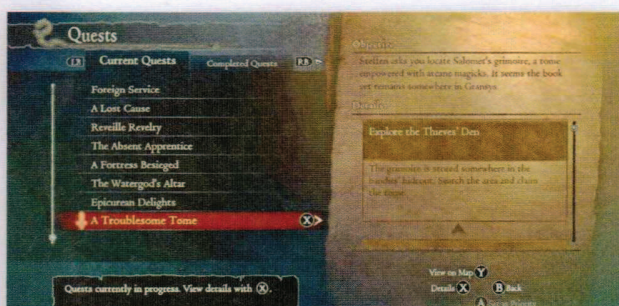
POST GAME QUESTS

Any of the quests or explorable regions that are unlocked after beating the main story are hidden here. Don't look in this chapter ahead of time. Though we avoid spoilers whenever we can, some of the quests themselves reveal aspects of the ending. No peeking!



THE QUEST LIST

Our quest list sorts the information alphabetically by quest name so that you can easily look up quests. All of the quests have page references so that you can jump to the World Chapter and quickly find out anything you need.



FINISHING TOUCHES

At the end of the guide we cover a few more secrets such as how to unlock Achievements and Trophies. Again, this is a chapter that you shouldn't read ahead of time unless you're not worried about spoilers. Some of these rewards are unlocked by doing specific things in the story, so the choices involved can spoil some of the events.

THE PLACES AND LEGENDS OF GRANSYS

Gransys is a region ruled by the duke of Gran Soren. It's located on a well-forested peninsula that is surrounded by a gentle stretch of ocean. Fishing villages, such as Cassardis, fare well in Gransys. During peaceful times, the sea's bounty is great and the people flourish. Herbs, both delicious and medicinal, are found in the woods. Out in the western mountains, there are many useful metals to mine.

But these are not peaceful times. In the last generation, a Dragon came forth to threaten the entire peninsula. A brave knight, who is now the duke of the region, went forth to fight the beast, and anyone who grows up in Gransys knows that he fought and killed it! That is why the duke is known as Dragonsbane. He wears the Wyrmsring with pride, and the nation is safer for having him as its leader.

But now a new Dragon has come. The duke is still a strong and vital man, but is it really possible for him to venture forth a second time? That seems unlikely. It's time for a new generation to stand up and face the Dragon's fury.



IMPORTANT LOCATIONS

THE ABBEY

Not many people travel through the forest that's west of Gran Soren. It's a large and unsettled area, with a reputation for having as many cutthroats as it has deer! But, in the southwestern corner of the woods, a few of the faithful maintain an abbey. Hardy pilgrims travel there to show their devotion and to visit the nearby waterfall.



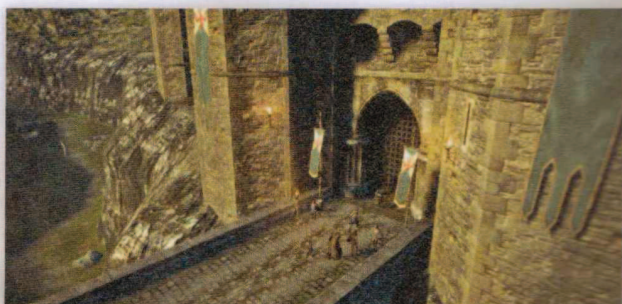
THE ANCIENT QUARRY

Southern and central Gransys used to be connected by a long tunnel. This location was a fast means of transport, a quarry for stone, and a mine for useful minerals. Now, the quarry has fallen into ruins. Bandits and worse have taken over the great hallway, making it all but suicide to explore. One explorer returned from the quarry and swore that he'd heard something massive and angry roaring in the tunnels. Worse still, he said that something elsewhere in the deep bellowed back...



THE BLIGHTED MANSE

The Blighted Manse is a private estate north of Gran Soren. Away from the prying eyes of the city, members of the nobility and clergy can meet there in relative seclusion. Who knows what meetings and deals are set up behind those closed doors?



BLUEMOON TOWER

This watchtower and fort were constructed on the eastern promontory of the land. Gran Soren soldiers use the fort to watch over the sea and any vessels that are going to pass near the capital. However, the tower has seen better days. It isn't as well staffed as it should be, and one keen monster attack could make all the difference. Bluemoon Tower is secluded, hard to reach, and far away from any reinforcements. That's one of the reasons why it's a good place for a fortress, but things could go wrong there very quickly.



CASSARDIS

Cassardis is a prominent fishing village in southern Gransys. Well populated and in a position to benefit from a safe harbor, Cassardis is a welcome stopping point for travelers. The view from the cliffs is superb, and there aren't many local monsters to threaten the residents. A small Goblin population resides in the nearby wilderness, but they're kept mostly off the roads by a nearby martial Encampment.



CATACOMBS

The forbidding Catacombs sit northwest of Gran Soren. The dungeon was once the resting place for the dead of the local communities and used to be well maintained. Gran Soren's current religious traditions are different from those of older times, and people are no longer interred within the ancient walls.

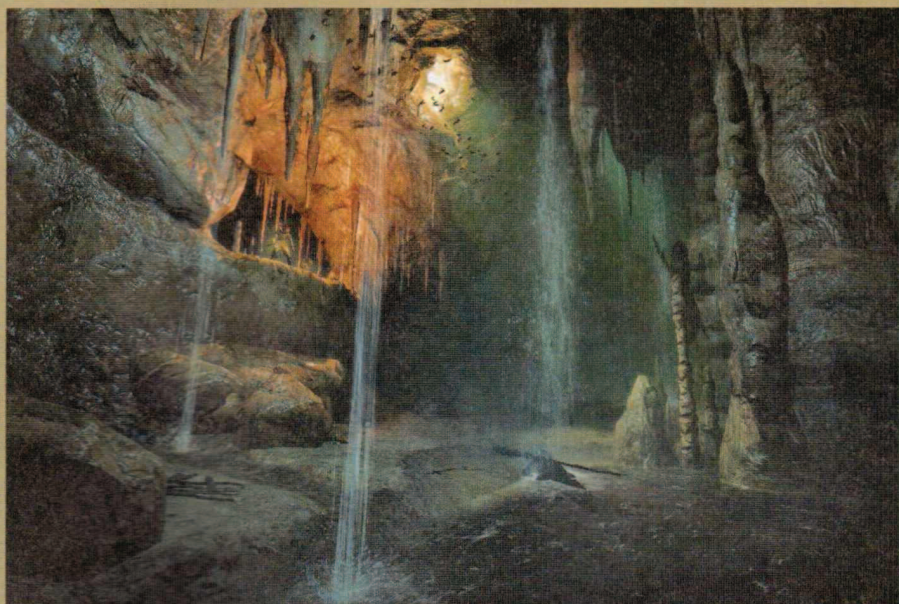
There were once several entrances to the crypts, but most of the city folk have forgotten where those old entrances are located. The Catacombs have fallen into disrepair and neglect.

Not many people go to the Catacombs now. Even during the day, it is whispered that the dead are stirring and attack anyone who ventures inside. Something must be causing this, but it's unclear who or what.



DRIPSTONE CAVE

The well in Cassardis drops into an aquifer that was hollowed out in ages past. It's an interesting place to explore, but danger waits in the well's depths. In the darkness, great lizards swim through the water. Anyone from Cassardis who likes living a long and healthy life best stay up top. However, rumors have it that the cave opens up into the mountain pass north of the Encampment. Perhaps there's a shortcut to be found!



THE EVERFALL

Beneath the Gran Soren Pawn's Guild is a mysterious dungeon that few understand. Nobody remembers who built the Everfall or why it's even there. The structure appears to have significance, and it shows few signs of neglect, despite having no caretakers except the pawns above.



GRAN SOREN

Gran Soren is the heart of the duchy. It's the seat of the Duke's Demesne and the most powerful military site in all of Gransys. The city is protected by the duke's knights, so the streets are kept safe at all hours. The craftsmen live in the northwestern side of the city. Their wares are sold in the middle of Gran Soren, near Fountain Square. A traveler can get many of the finest weapon and armor pieces at the stores there, including Caxton's Armory, a store with few peers in all the land.

The aqueducts to the south are surrounded by slums. The city's poor live there, sometimes even residing in the waterways below the streets.

In the northeast, the nobles have their homes. Each manor is splendid and well furnished. That quarter is also home to the duke and the church.

GREATWALL

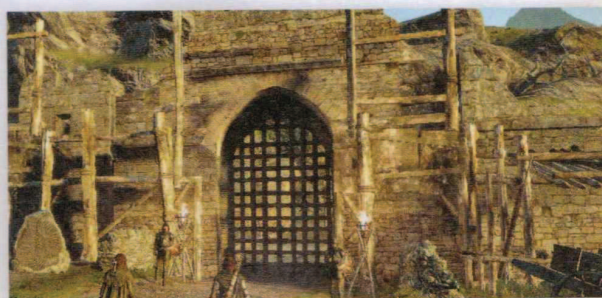
Greatwall is the second strongest military outpost in Gransys. The duke maintains a major presence there to ward against Goblins, monsters, and the return of the Dragon. Beyond its reach, the Tainted Mountain rises above the land. That is the home of the ancient Dragon, and few would dare to approach it even if they were ordered to do so.



MOUNTAIN WAYCASTLE

A road leads from Cassardis up through the military Encampment and on toward Gran Soren. Halfway up the coast, there is a small military outpost by a bridge. This is the Mountain Waycastle. Though there are few soldiers in the area, it's frequently used as a meeting point for troops that are scouting or going through the region.

Below the cliffs are dangerous canyons, filled with Harpies and Goblins. Don't stray from the path!



HEAVENSPEAK CASTLE

Heavenspeak Castle once protected the road west from Gran Soren. It was damaged some time ago and no longer has any of the duke's men protecting it. A local group of Bandits has seized the castle and made it their own. These Bandits are noteworthy for being an all-female band of thieves. They're not as brutal, nor as desperate, as most Bandits in the region, so it's possible that they might be bargained with.



TAINTED MOUNTAIN

Tainted Mountain is said to be large, deep, and filled with ancient corridors. Whether the Dragon lives there or not is pure speculation. The monsters that live in and around the mountain make it too dangerous for scouting parties to approach and learn more.

The only way to reach Tainted Mountain is to go through Greatwall.



THE SHADOW FORT

The Shadow Fort, also known as the Stone of the Southwest, was constructed in previous generations to act as a bulwark against Goblin invasion from the western mountains. Attacks on the structure have been heavier and better organized in recent years. The guards are worried, and they have every reason to be.



WITCHWOOD

Witchwood is a forest with a sinister reputation. Though west of Cassardis, the Witchwood is only accessible by a road that leads west from the Encampment and then south on the other side of a long valley. Some of the people in Cassardis used to do business with a witch in those woods, but it's been a long time since anyone has seen or heard from her.



IMPORTANT PEOPLE

ADARO

Adaro is the village chief of Cassardis. Though he doesn't have children, he raised Quina and the hero of the story as if they were his own. He's a good and honorable man, and someone that you can trust.



QUINA

Quina is a young woman of Cassardis. She's bright, skilled in the healing arts, and cares about the people of her town.



SER BERNE

Ser Berne is one of the knights at the Encampment. He's tasked with training people in the art of pawn use. To do this, the soldiers have erected a training yard at the Encampment so that Ser Berne can show people how to fight as a group.



MADELEINE

Madeleine is a traveling saleswoman. She's hoping to start a store up in Gran Soren, but currently people can find her down in Cassardis looking for an escort to the capital. With her guile, smooth personality, and good looks, she's bound to succeed sooner or later.



SER MERCEDES

Ser Mercedes is a foreign knight sent to Gransys by her father to honor a pledge. She's a brave and loyal woman with unwavering belief in her principles. Her father is Lord Marten, the ruler of Hearthstone, a country to the northeast.



SELENE

Selene is a quiet woman who lives in the Witchwood. No one seems to know her history or background, but she's an excellent herbalist.





SER MAXIMILIAN EIZENSTERN

Ser Maximilian is one of the duke's commanders, and the leader of the Wyrn Hunt. Maximilian is not a mover or a shaker in the noble society of Gran Soren. Though he comes from a good house, he's more interested in making sure that the duke's endeavors succeed. Ser Maximilian is often found in the Noble Quarter of Gran Soren, overseeing the quests of the hunt.

THE DUKE, EDMUN DRAGONSBANE

Edmun Dragonsbane was a common knight as a young man. He wasn't expected to rise to the mighty title of duke, nor did anyone realize that he would be the one to slay the Dragon that threatened Gransys back in his day. Yet, he accomplished all of these things!

Though a widower twice over, the realm can celebrate once more because Duke Edmun has recently wed his third bride, the beautiful Lady Aelinore. The two of them reside in the Duke's Demesne, in Gran Soren.



LADY AELINORE

Lady Aelinore is the third wife of Duke Edmun. She's young and beautiful, but her time at court has been brief. As a newcomer, she spends more time with her own servants than she does with other members of the court. On occasion, she's seen taking walks in the castle gardens.

ALDOUS LUDRIC SORN

Aldous is an important assistant to the duke. He oversees a number of political and military affairs, having gained the duke's loyalty over many years. Aldous is almost always found in the Audience Chamber within the Duke's Demesne.

FOURNIVAL FRESCOBALDI

Fournival is an important and wealthy noble on Gran Soren and a collector of strange and exotic items. If you have the money to spend (or have rare objects to sell), seek him out. He sells Ferrystones at extremely fair prices. Every explorer should know this fellow, regardless of the noble's somewhat unfortunate demeanor.



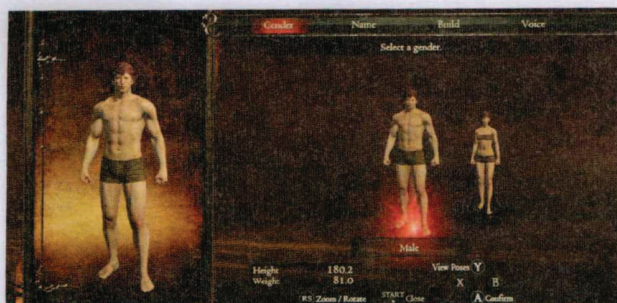
FORGING YOUR HERO

Let's talk about character creation. You must play through the game's first area before creating your actual hero. When the time comes, you get to craft a character that takes you through the rest of the story. This is an important process because some of the options you choose can't be modified later. There is a place in Gran Soren, the game's capital city, where you can change hair styles, hair color, skin tone, and so forth. But height, weight, and other major features are locked.



THE BASICS

The initial character creation options are for Gender, Name, Build, and Voice.



Gender determines whether you're going to play a male or female:

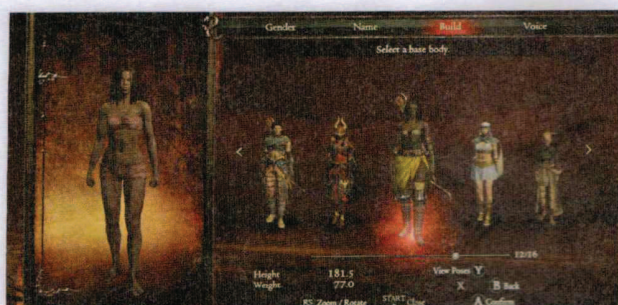
Males are heavier than females, making them better for carrying heavy equipment. You can easily get them into the heaviest weight class, allowing for easy use of larger weapons, metal armor, and a pack that's filled with items.

Women have an easier time fitting into the lighter weight categories. The advantage of this is that they are faster and regain Stamina at a better rate.

The character's name isn't used in the story. Your hero is called the Arisen throughout the game, so you can choose something serious or goofy and not really worry about it.

The online display of your character's name is controlled by the Moniker you select. This comes from a list of names that are already available in the system. Choose one that is close in sound to the name you want for your hero.

Build controls the general height and weight of your hero. Don't stress too much over the differences between these if none of the builds gives you exactly what you want. There are advanced options later that let you alter everything about your character. We'll get to those soon.



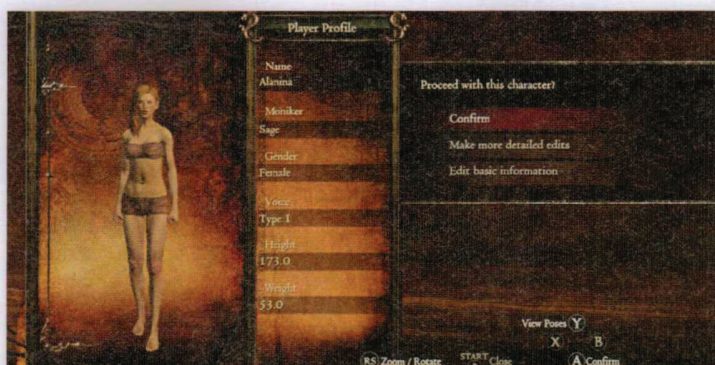
Finally, choose a voice from the six options at the end. Test each one before making your decision because there are considerable differences between them. Make sure you get the best fit!



ADVANCED OPTIONS

At the end of the process you are given the option to Confirm, Make More Detailed Edits, or Edit Basic Information.

Edit Basic Information takes you back into the selections you just made. It doesn't offer anything new. Confirm completes the character creation process. We recommend that you take the time to make more detailed edits with each character you create (your main hero or your primary pawn). The sheer volume of customization in the advanced menu is wonderful. Don't skip it!



EDIT HEAD

This tab lets you look between the following elements: Preset Faces, Hairstyle, Face Shape, Eyes, Brows, Nose, Mouth, and Ears.

You've already seen some of the preset faces, but look there first anyway. You can sometimes get inspiration by seeing the general features that are being offered. Taking a face that is close to the one you want cuts down on the time it takes to get things just right.



Hairstyle alters not only the type of hair your character has but also includes a Details option that allows you to select the color of hair.

The remainder of the menu lets you focus on different points of the head and to edit each one with dozens of preset options. If that's not enough for you, press the indicated button to open the details page. Here you can alter everything manually. This can get you some very eccentric, unique, exciting, or generally cool-looking characters.



The more effort you invest, the happier you're likely to be with the results. This is doubly true with your primary pawn, because that is the character that other players are able to interact with. The more exciting a pawn you make, the more likely they are to be picked by others (and that gets you free Rift Crystals for recruiting tough pawns of your own).

EDIT BODY

The body features involve more than simple aesthetics. As we've said, larger and heavier characters carry more equipment, at the cost of their running speed and Stamina regeneration. You can alter height and weight quickly via the Stature page. This is also where your characters' skin tone is found.

Build also raises or lowers weight because you can stack more muscle on your hero if they have a larger build.

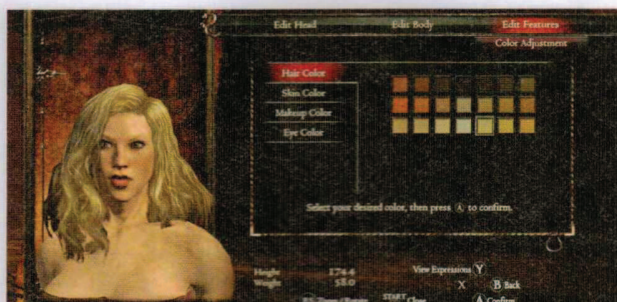


Torso, arms, and legs fine tune the musculature of those parts of the body. They still affect weight, but not by as much of a margin.

Stance is a visual feature that controls the way your characters hold themselves. This is more a matter of taste than functionality.

EDIT FEATURES

All features are visual and do not affect your character's performance in battle. This is where you add scars, wrinkles, and makeup. You can also finalize the details for hair, skin, eye, and makeup color.



UNDERSTANDING THE SYSTEM

Dragon's Dogma is filled with options to control and alter your hero. This chapter goes over the game's interface, options, control system, and rules. You get to learn about the attributes, what they mean, and how to make your hero even more powerful.

This is an extremely important chapter for new players because so many concepts are explored for the first time here.

THE INTERFACE

Dragon's Dogma has an intuitive interface that is easy to learn. Look at the main screen once you've loaded a game.

THE MINI-MAP



The mini-map is in the lower left of your screen and it's invaluable for finding your way around the world. Important places show up with special icons, and your pawns each get a colored arrow of their own. You can always see where they are and which direction they're facing. Should they fall, you can track their skulls all the way up until they disappear and are lost.

Quest goals, if known, show up on the main map and the mini-map. Look for red circles to indicate places that you need to go. To track a different quest, pause and enter the Quests Menu. Select a new quest and make it your priority. This updates the mini-map instantly with your newest goals.

HEALTH



Your Hit Points are represented twice on the screen. Both are in the lower left, next to the mini-map. The number shows your actual Hit Points, while the green bar is a representation of how much health you have left. The bar empties as you take damage.

The health bar can be three colors: bright green, faded green, or grey. Bright green is health that you have. Faded green is for Hit Points that you've lost that can be healed with normal spells. Grey represents health that you cannot regain through normal healing.



As you take damage, more health becomes grey/inaccessible. Healers can't do anything about that, so you need to rest at an inn or use herbs, food, or potions that restore health. These raise both your immediate Hit Points and your potential for gaining health.

Because of this, it's very foolish to wander around without a supply of food or herbs. You eventually end up with a huge amount of your health bar being locked away. That's dangerous for even basic encounters.

STAMINA

The orange bar underneath your Hit Points is a representation of Stamina. It depletes whenever you sprint or use Weapon Skills. The bar replenishes if you stop and rest (by moving slowly or stopping). There are also herbs to restore Stamina, and these are also in high demand. Keep a supply for emergencies so that your hero doesn't need to rest during pivotal moments in your battles.

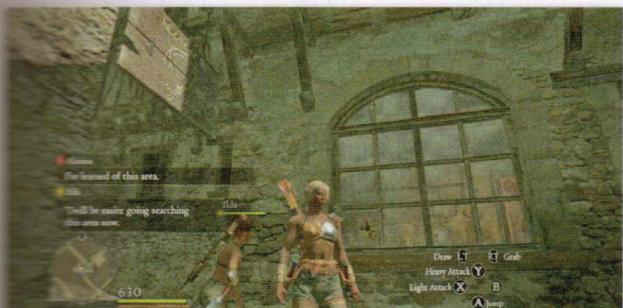


BUTTON COMMANDS

The commands in the lower right associate character actions with the buttons on your controller. These are very helpful in the early part of the game when you are getting used to the system.

PAWN COMMENTS

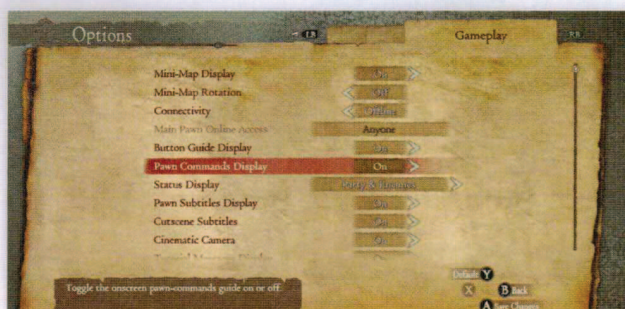
Comments made by your pawns show up on the left. They take up a fair amount of the screen, and they're something that you are likely to turn off unless you have a really hard time hearing the pawns. Let's discuss how to do this.



CLEARING UP THE INTERFACE

Pause the game and select the Options Menu, and look over the controls that are available. Switch them around if you like, and then shift through the other tabs in the menu. The next tab has Audio/Video controls, and the last one has Gameplay Options!

Turn off Pawn Subtitles Display to clear the left side of the screen of pawn chatter. Once you learn the game well, turn off the Button Guide Display as well. These two changes give you a much more attractive window into the world. You can always toggle these options back if you find that you prefer them on.



The mini-map can be turned off too, but that's risky stuff. That's more of an option for people who want to feel like they're really adventuring around the wilderness. The game becomes a bit trickier if you try this!

For the ultimate survival experience, you can even turn off the Hit Point/Stamina bars. The game looks really cool when you have everything off, but it's *much* harder to judge whether you're in danger. We don't recommend it for novice players.

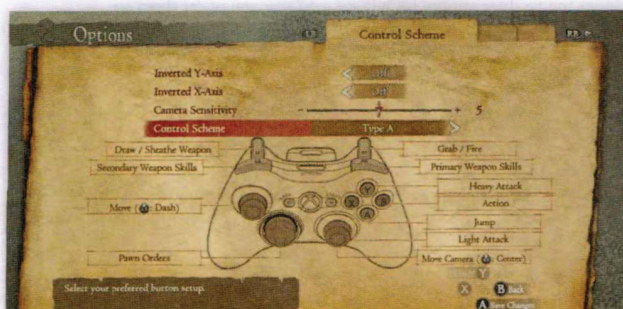
That said, pressing Select/Back brings up health information and pauses the game, so you can still keep your character out of trouble as long as you remember to watch out!



CONTROLS

Dragon's Dogma doesn't feature a fixed set of controls. You can select any of four sets of button configurations, so which one you end up with is very much up to personal taste. Instead of saying which button does what, let's talk about what the commands accomplish.

These features are changed from the Pause Screen > Options Menu.



MOVEMENT

This controls where your character goes. Press gently on the stick to creep forward, making little noise. Press with more force to move faster. If you click on the control stick, your hero begins to sprint. This burns through Stamina but gets your character around at the maximum possible speed.

Pressing right or left strafes in either direction. Turning is controlled with the camera, so you handle that with your other hand.



Pulling back normally doesn't cause your character to back up. Instead, they move toward the camera. This makes it easier to keep enemies onscreen. However, if you're actively targeting something with a bow, pressing down on the stick causes your hero to retreat.

CAMERA CONTROL

The other control stick lets you turn the camera around and view the area from various angles. Click on the stick to instantly recenter your camera if you find that the view is suddenly obstructed (or that there's something approaching your character and you need a normal view without a moment's delay).

JUMP

Jumping lets you attack higher areas, get a headstart on climbing up creatures' bodies, and helps when you're getting up cliffs or hills. Sometimes it's also just fun to hop around the world like a goofball. Long road trips between Cassardis and Gran Soren do strange things to people.



LIGHT ATTACK

Light attacks are often made in groups. Keep tapping the button to unleash several swings in a row against your targets. Each light attack isn't that powerful, but the cumulative damage is often on par with heavy attacks and even most Weapon Skills.

HEAVY ATTACK

Basic heavy attacks are made like light attacks, though they often lack combos or can only make short ones.



INTERACT

This commands lets you interact with people, special locations, doors, and just about anything else. The command that appears on your screen is context sensitive, so it might say "Examine" or "Talk" depending on what you're closest to at the time.

USE WEAPON SKILLS

Hold down the indicated button to see the Weapon Skills that your hero has equipped. Press a secondary button to unleash these skills when you're ready. If you don't have enough Stamina, the command does not work.



GRAB/GRAPPLE

Press the indicated button to reach out and grab the target in front of your hero. Make sure to align your character properly ahead of time because even a small difference in angle can screw up the process.

If you succeed, you pick up smaller targets. Larger enemies are grappled, and then your movement switches and allows the hero to crawl over the beast.

SHEATHE/UNSHEATHE WEAPONS

This command toggles your weapons. It doesn't have a major impact on play.

PAWN ORDERS

Press the pad up, down, or to the sides to change the orders you're giving the pawns.



PAUSE MENU

This stops play and opens a menu with many features. We'll discuss these shortly.

SELECT SCREEN

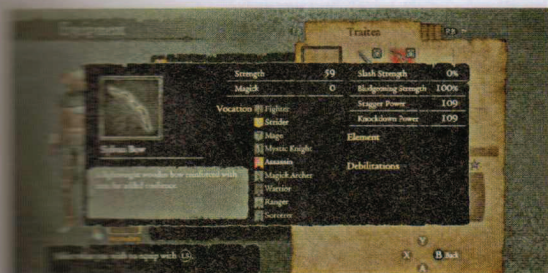
This also stops the game, but it brings up information about your party and allows you to use or combine items. This is also how you access your pawns' items for trading!

THE PAUSE SCREEN

Press Start to pause the game and bring up a series of useful options. This brings up the options for Save/Quest, History, Quests, Local and World Maps, Equipment, Status, Options, and Photo Sharing.

EQUIPMENT

This screen allows you to compare equippable items and choose what to put on your character. By switching between characters (with the shoulder buttons), you can also change the equipment on each of the pawns.



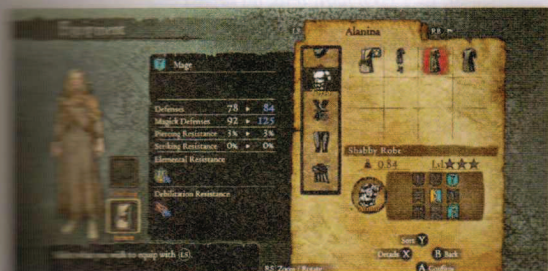
The character information on the left lets you see all of the major attributes for the character you're examining. Move up and down through the categories of equipment to see what you have in each.

Select a category and then an item to see more about the piece's stats. You can quickly see which attributes are improved by the new piece of gear; those are shown in blue. Any attribute that's going to decrease if you equip the item is shown in red.

Below the equipment is a set of nine icons. These tell you which vocations are allowed to use that piece of gear.

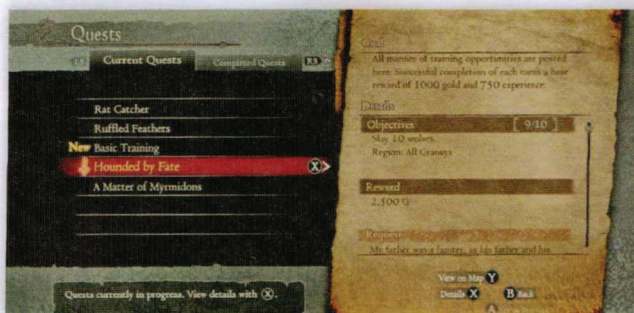
For more information, press the "Details" button. This changes the screen and focuses purely on the highlighted item. You get to look at its icon, name, and description as well as all of the item's statistics.

Go to the Equipment Page whenever you need to upgrade weapons and armor for your team!



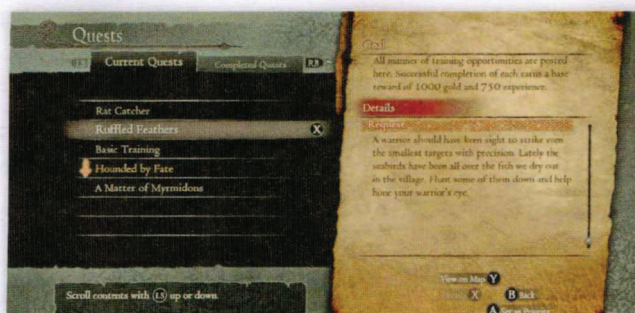
QUESTS

The Quest Page is also very important. Your group only has one priority quest at a given time. Priority quests are the ones that pawns give you the most information about. They're also the quests that show up on your map while you play. It's much easier to complete a quest that you've made your priority.



If you want to switch to another quest, come into this screen and highlight a different quest. Press the indicated button to set the new quest as your priority, and you're good to go.

This page also gives a number of details about quests that you've accepted. Look here for information about the areas involved, some of the rewards, and what you need to do.



The secondary tab on the Quest Page lists all of the quests that you've either completed (in green) or failed (in red). Most quests in *Dragon's Dogma* can't be failed, but depending on the choices you make it is possible to render a few moribund.

MAP

The mini-map is a wonderful tool, but it can't show you much of Gransys beyond the local area. The Map Page gets you a view of the Neighborhood and is larger than the mini-map by a fair margin. If you want an even wider view than that, tab over to Area to see a wide view, or Gransys to look at almost the entire game map with a glance.



You can set checkpoints here. These appear on your mini-map and make it easier to travel. You can even set a series of checkpoints. This is helpful when there are specific areas that you want to either hit or avoid. For example, you might want to set a bridge as a waypoint so that you don't drop through dangerous canyons, but then travel onward toward a more distant point.

SAVE/QUIT

Hitting Back/Select from the Pause Screen lets you save, as long as you aren't in combat. However, the Save/Quit Page gives you more choices. You can save, save and quit, return to a previous checkpoint if you're in the middle of a major quest or battle, or simply quit without saving.

A Second Chance

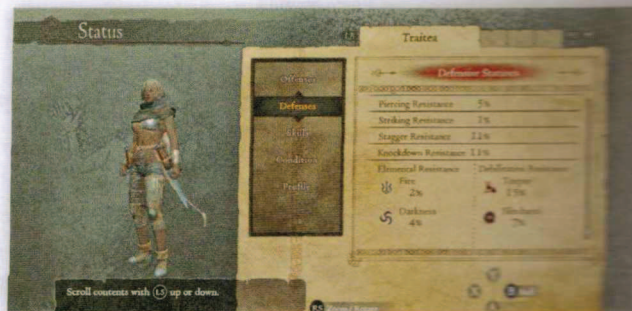
If you ever fail a quest, try to quit without saving as quickly as possible. You can sometimes turn back the tide of events and get another chance to succeed.

HISTORY

A log of pawn conversations is recorded on this page. It's often something that you can ignore, but if you missed anything that the pawns said in the past, here for you. You can even look through a specific pawn's dialogue so that it's faster to find what you want.

STATUS AND SKILLS

A wealth of character information is stored on the Status Page. Both your hero and your pawns have multiple tabs of attributes and records that are saved and updated as you play.



The skills section doesn't let you change any settings for your character, but it's a place to review what you've learned. Highlight the type of skills that you'd like to peruse and then see what each character has learned. It's possible to view everyone in your party.

OPTIONS MENU

There is an Options Menu, which we've already mentioned. Control settings, button layouts, volume control, brightness, and a few more interesting selections are tucked away here.

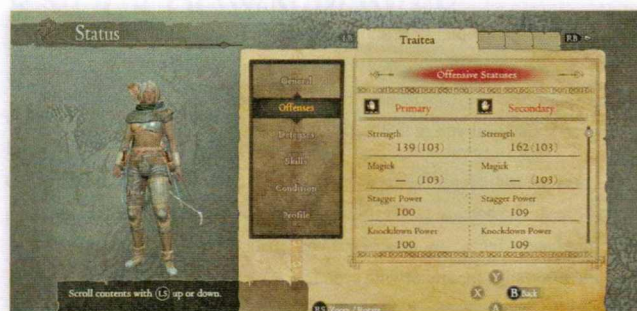
The interface controls are the most interesting of these. You can set your interface to have the most possible information by turning all of the Gameplay Page options on. Or, you can turn them off for a more challenging, but also more visceral, playing experience. You may also want to turn off the Tutorial Messages Display once you're familiar with the game.

PHOTO SHARING

Take screenshots of the game as it was just before you paused, and share them with friends on social networking sites. This is a fun feature for showing off cool or funny things that your character is doing.

Just remember to avoid spoilers! Don't ruin anything for your buddies.

CHARACTER ATTRIBUTES



Dragon's Dogma has a wide listing of attributes that influence your hero and the pawns that you control. Some of these attributes are intuitive for anyone who is a frequent player of role-playing games. However, a few of these are more specific to this game.

LEVEL

A character's level indicates their overall development and progress. It's a quick way to say, "How powerful am I?" Characters increase this stat by gaining experience. When it reaches a set goal, the level goes up, the experience needed for a level resets, and the character gains Hit Points, Stamina, Strength, Magick, Defense, and Magick Defense.



Characters in *Dragon's Dogma* progress from level 1 all the way up beyond level 50. You can go even higher than that, but a level 50 character can easily master anything that you're likely to encounter in most of Gransys.

EXPERIENCE

Experience points help you increase in power. You get them by completing quests or killing monsters. Even weak creatures, like bats, are worth some experience. The more dangerous creatures in the land are much more valuable.

Anything gigantic, like a Cyclops or Chimera, is worth thousands of experience, as opposed to a modest handful.

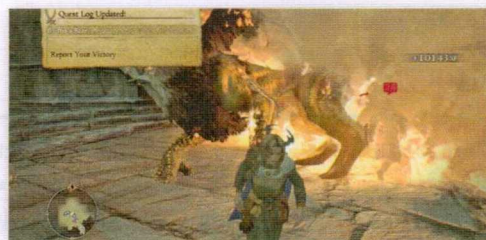
The amount of experience you get for the same type of creature is slightly influenced by your hero's level. The higher you are, the less a given type of monster is worth. This doesn't change by a huge factor, so it's often not a concern.

The greater issue is that characters need more experience to gain each consecutive level. You need about 16,000 experience to gain level 21, but level 16 might have required less than 9,000!

Because of this, leveling slows down as you get stronger and stronger. It's true that you can fight bigger and better monsters, but even that increase in experience earned per hour doesn't fully compensate for the higher demand.

HIT POINTS

Hit Points (HPs) reflect the Health of a character. Having more Hit Points allows someone to sustain greater damage before dying in combat. Melee, missile, and magick attacks all do damage to Hit Points. Your hero's HPs are shown as a green bar on the bottom left side of the screen. If that bar empties, your hero collapses and dies (and you must load a saved game).



Prevent this by keeping healers in the party, using restorative herbs, and getting out of the way before monsters attack. Stronger armor mitigates incoming Hit Point damage, so that is also a great way to keep your Hit Points up.

STAMINA

Stamina is shown as the orange bar beneath your Hit Points. It's an indicator of your character's endurance. This determines how long they can run and how many special Weapon Skills they can use. Depleting this bar doesn't kill your hero, but taking it all the way down does have consequences. A hero without any Stamina has to stop and catch his or her breath. You aren't able to control your hero during this time, leaving you quite exposed.

Whenever possible, stop using Stamina when the bar is low so that your hero can recover without becoming winded. Stamina is restored naturally over time. Don't sprint, use Weapon Skills, or hold up your shield. All of these either use Stamina or prevent it from refilling properly.

Special herbs can also restore Stamina, and they're very useful when running around the world, fighting large creatures, or fleeing from battle. Heavier characters require more Stamina for their activities and they regenerate it over a longer period.

VOCATION

Each hero and pawn has a vocation. That's an indicator of a character's class, job, way of acting, etc. At the beginning of the game, there are three basic vocations: Fighter, Strider, and Mage. These progress into advanced or hybrid vocations that are even more specialized: Mystic Knight, Warrior, Assassin, Ranger, Magick Archer, and Sorcerer.

Vocations can be changed after a certain point in the early game. That said, a huge amount of your character's attributes and abilities are determined by their current vocation. For instance, Fighters can use heavy armor, swords and shields and learn abilities that are based on getting attention from enemies, surviving battle, and fighting at close range.

You should try to find a vocation that suits your style of play. Form a team of pawns that shores up the weaknesses of that vocation so that monsters can't exploit any of your vulnerabilities without getting slammed by your pawns!



RANK

Each vocation has a rank. This is a way of showing how far you've gotten within that vocation. Various skills unlock as you go up the chain. Before you can use them, these skills still have to be purchased while at an inn, but they don't even show up if you're low rank.

Your character can get all the way to the highest rank in any given vocation and still be at the bottom of ones that they haven't tried yet. These ranks go up through experience, but experience you gain in a single vocation doesn't translate into ranks for any others, even if you've reached the maximum in a given field.

Ranks rise as you level in a vocation. You don't need to do anything different or special for your rank to go up. The only danger lies in switching vocations too often. This costs Discipline Points and spreads around your experience, making it hard to max out each vocation.

DISCIPLINE POINTS

Discipline Points are a form of accrued experience. As you fight and level, your characters earn Discipline Points. These are spent while you're staying at inns. Each innkeeper offers you the option to purchase new skills or manage the ones you already have. Discipline Points let you switch vocations, pick up active Weapon Skills, or learn various types of passive abilities. Once learned, these abilities are equipped and influence a huge amount of your combat potential.

Players are allowed to control the Discipline purchases for their main character and primary pawn. You cannot change the skills for either of your two secondary pawns.

STRENGTH

Strength is a baseline damage attribute. Your physical damage output with melee and missile weapons is determined by this. Fighters and Striders need to have a huge amount of strength. Mages can live without it!

MAGICK

Magick controls the healing potential and damage output of spells. Pump this as high as you can if you're in a casting vocation, but leave it alone if you're focused on physical melee or missile weapons.





STAGGER AND KNOCKDOWN POWER

Weapon attacks have the potential to disrupt enemies, pushing them back and stalling their movements and attacks. Stagger Power and Knockdown Power are measures of that potential, and they're wonderful to have. Characters that use extremely large and heavy weapons are ideal for throwing enemies around or keeping them locked down in a defensive posture.

ELEMENT

If any spells or equipment pieces are giving a character elemental enhancements, it's shown in the character screen. This is used to exploit elemental weaknesses in your enemies, or to protect characters from damage that is based on those same elements. When fighting enemies that are weak to a given type of elemental damage, it's extremely effective to spread these buffs around.

Goblins don't like fire. A mage in the group could cast fire spells and kill some Goblins and Hobgoblins rather quickly. But that same mage could do an even better job by casting Fire Affinity on the group's Fighters and Striders. This allows everyone to exploit the enemies' weakness instead of just one person.

Enhancement	Effect
Fire	Catches enemies on fire, dealing damage over time
Ice	Causes enemies to become frozen solid, taking double damage from future attacks
Thunder	Deals damage to nearby enemies
Holy	Absorbs a portion of damage dealt to enemies as healing for the character (10% of the character's base magick defense)
Dark	Deals additional damage to the target (10% of the character's base magick attack)
Stamina Boost	No loss of stamina
Waal	Double experience from defeating monsters
Prosperity	Double gold that is found out in the world
Impervious	Nullifies debilitations
Strength Boost	+20% attack power
Defense Boost	Only 80% damage received from physical attacks
Magick Boost	+20% magick power
Magick Defense Boost	Magick damage received is only 80%

DEBILITATIONS

Debilitations (which you may know as debuffs or ailments) are negative effects that can influence your characters. Here is a list of the game's debilitations:

Debilitation	Effect
Caught on Fire	You lose 24 HP every second
Frozen Solid	Your hero takes double damage from all attacks
Doused (Oil)	Your hero takes double damage from fire-based attacks
Doused (Water)	Takes double damage from ice- and thunder-based attacks, but takes less damage from fire
Poison	Characters take damage over time (-20 HP every 6 seconds)
Sleep	Characters drops to the ground and cannot act for a given time (If struck, your hero wakes up but takes 1.5x damage from the attack)
Torpor	Slowed movement
Silence	Spellcasting is impossible
Curse	Substantially lowers all attributes (Your attributes are set to 60% of their normal total, and your character takes 40% increased damage)
Blindness	The screen goes dark, limiting the ability to see where you're going or what you're attacking
Possession	Movement is limited as the character takes damage over time, possessed pawns attack your party
Petrification	The character starts turning to stone; after 40 seconds, you solidify and are killed if struck
Skill Stifling	Prohibits Weapon Skills
Lowered Strength	Attack power lowered to 70% of normal
Lowered Defense	Increased physical damage taken (30% higher than normal)
Lower Magick	Magick power lowered to 70% of normal
Lowered Magick Defense	Increased damage taken when struck by spells (30% higher than normal)

DEFENSE

Resistance to physical damage is determined by Defense. Increase this stat by gaining levels and wearing more powerful armor. Often, melee vocations have the best Defense, while magickal vocations have the worst.

MAGICK DEFENSE

Magick Defense prevents spells from doing as much damage as they would otherwise. Raise this by gaining levels or wearing armor that is more focused on mystical powers than on physical defense. Look at the details of your equipment while putting it on and you can see the effect on Defense and Magick Defense as you switch back and forth.

PIERCING RESISTANCE

Piercing Resistance reduces damage taken by swords and arrows.

STRIKING RESISTANCE

Striking Resistance reduces damage taken by hammers and other high-impact weapons.

STAGGER RESISTANCE

Stagger Resistance is resistance to being disrupted by incoming damage. This is very important for melee characters, but it's good to have for just about anyone.

KNOCKDOWN RESISTANCE

This is resistance to being knocked down by incoming damage. This is very important for melee characters, but it's good to have for just about anyone.

ELEMENTAL RESISTANCE

This is resistance to additional damage taken when struck by elemental spells or weapons which are augmented by elemental enhancements.

DEBILITATION RESISTANCE

This is the chance to completely shake off the effects of each debilitation that strikes a character. When facing some monsters, this is an unimportant stat because they have trivial debilitations or none at all. It's extremely useful when fighting other foes such as casters, spectral enemies, Harpies, and other creatures with debilitating abilities.

WEIGHT

You can see that there are major advantages to all of the weight categories. Small characters can't carry very much equipment, but they are fast and mobile. They stay active for longer and regenerate from exhaustion in the blink of an eye. They make superb Striders. To make up for their weight limitations, foist extra gear and items off on your primary pawn (and make them a heavier character)! Middle-tier characters don't have any weaknesses,

Weight Classes	
Character Weight	Weight Class
Under 50 KGs	SS
50-69 KGs	S
70-89 KGs	M
90-109 KGs	L
110+ KGs	LL

and that's pretty darn useful. They can equip heavier armor while still being agile enough to cover some ground.

Heavy characters should carry herbs to restore stamina. This negates their biggest weakness without causing any major problems. That said, you can't do much about their speed penalty. If you like hit-and-run characters, don't set your weight too high!

Effects of Weight				
Weight Class	Stamina Restoration	Stamina Consumption	Movement Speed	Maximum Encumbrance
SS and S	1.8x (Great)	0.5x (Great)	1.15x (Great)	40 KGs (Very Bad)
M	1.0x	1.0x	1.0x	65 KGs
L and LL	0.6x (Bad)	2.0x (Very Bad)	.8x (Bad)	100 KGs (Great)

FOE KNOWLEDGE



This is a pawn attribute. The more pawns fight a specific type of enemy, the more they learn about attacks that do or don't work against that type of foe. High foe knowledge is extremely good to have because the pawns focus their attacks on areas of the creature that cause more damage. They also let you know which elemental attacks are more effective.

Foe knowledge increases over time as the pawns encounter more and more enemies. It can also be raised by using tactics scrolls that are found throughout the world.

"Harpie Tactics Volume 1" would give basic knowledge about fighting Harpies to all of your current pawns.

CONDITION

Debilitations and enhancements that are currently affecting a character are listed in this section of the Status Page. It's a quick place to go to find out what's going on with your people.

MONIKER

This is the shortened, generic name that is shown when someone is perusing one of your pawns.

GENDER

This reflects whether a character is male or female. This has a major influence on height and weight limitations. It also influences a few interactions within the game (though not many, and not to a point where it's going to hamper your development).

HEIGHT

This is how tall your character stands. Height also influences weight maximums.

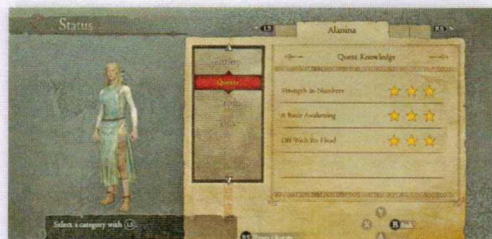


QUEST KNOWLEDGE

Quest knowledge gives the pawns more helpful things to say about your priority quest. This increases while you work on the quest, and it's mainly useful for other players who end up using your main pawn. If your pawn has done the entire quest, someone is more likely to pick up the pawn and get

assistance from them. That nets you more Rift Crystals.

All of this is explained more in the pawn chapter.



It's a rather complex system, and you don't need to worry about it while learning the basics of this game.

AREA KNOWLEDGE

Similarly, your pawns pick up information about various regions as you take the characters through the game. Higher area knowledge gives the pawns more useful things to say in the future. They're more likely to point out harvesting points, side areas, and so forth.

PAWN REVIEW



Other players who have used your primary pawn can review them and rate their appearance, battle usefulness, and helpfulness. Configure your primary pawn to be powerful and attractive, and then take them through as many quests and areas as possible. That's the best way to get a good review.

OWNER INFORMATION

Other people's pawns have this panel in the Status Screen. You can find out the moniker of the person who made the pawn. You also get to learn the person's level, vocation, rank, and play time.

COMBAT

Let's get to the really fun stuff! Everybody likes combat, right?

When you first get into the game, things feel like a fairly standard action role-playing game. You have light attacks, heavy attacks, and either some skills with your weapons or spells to cast.

There is a lot more to combat in *Dragon's Dogma*. Character size, positioning, weapon types, and enemy weight all play major factors in these encounters. Mastering the system makes your fights even more fun, and it's possible to kill large creatures and massive groups without having to resort to slower and more cautious techniques.



ENGAGE ENEMIES ON YOUR TERMS

Enemy attributes aren't shown anywhere in *Dragon's Dogma*. You can't size up a target and say "Well, that's three levels below me, so this should be easy." You get to evaluate the creature visually, and that's it.

As such, you need to size up battles carefully before committing to an encounter. Look at the size of your opponents and consider what type of enemies they are. Will ranged combat ensue? Do your foes have spellcasters? Should you switch to more defensive gear or put on an accoutrement that protects against specific debilitations?



These questions should be answered before the fight starts. Once people are swinging, you can't change your equipment! It's fight or flee time.

Knowledge is Power

Don't depend on visual cues alone when sizing up a foe. Use the Bestiary in this guide to gain valuable knowledge on the enemies you face.

ALWAYS BRING A FULL TEAM

There aren't any advantages to walking around by yourself. Throughout most of the story, you're allowed to have your hero, a primary pawn, and two guest pawns in your party. The more, the merrier! Keep all three pawn slots filled. The extra damage and healing let you seize more treasure, quickly win encounters, and have a great time.



LOOK FOR VULNERABILITIES

Use ranged attacks on enemies that don't have ranged weapons. Hide around corners from casters and ranged damage dealers to force them to come into



melee range. Always set up battles in a way that favors your team!

Fighting retreats are lethal against

large groups of melee opponents. Tell your pawns to come with you, and then back away while tossing spells or shooting arrows into your hapless victims. This is also a great way to punish slow, larger enemies. For instance, a Cyclops can't do much against a fully ranged party!

HIT THE WEAK SPOTS

You should also find areas on each creature that are vulnerable to damage. Most targets have weaker heads, but eyes, necks, and hearts come into play often enough too. Look at each creature as a puzzle and test damage against different body parts to see what happens. You might be surprised at the results.

Legs often take less damage, but heavy melee characters are awesome at slamming the lower body. With enough size and strength, a melee character can topple a beast. This leaves the creature exposed and defenseless for a time.



If something is glowing, attack that first. Dragon's hearts and Golem amulets are obvious weak spots. Attack them for maximum damage.

Listen to your pawns while fighting each creature. In the din of battle, it's sometimes hard to hear what everyone's saying, but there is useful information there. When a pawn figures out an enemy's weak point or elemental vulnerability, they'll shout it out. Take heed!

LIGHT AND HEAVY ATTACKS

Light attacks offer fast damage without any delay or use of Stamina. They're low risk with moderate reward. The weapon you're using for the strike determines a great deal about the swing's properties. For example, one-handed longswords do fast damage in a small area. They're best for fighting a single enemy and dropping them quickly. Two-handed hammers, even with light swings, cover a massive arc and deal substantial damage to everything that comes near.



Use light attacks most of the time. They give you a way to deal damage while looking for more of an opening. Heavy attacks are better against crippled, grappled, or otherwise distracted targets. The modest increase in damage delivered is rarely worth the increased swing time of the attack unless you're absolutely certain of scoring the hit.

For a pure damage upgrade, there are often offensive Weapon Skills that do the trick better than heavy blows.

JUMPING BLOWS

Jumping attacks don't take as much time as you'd think. They're wonderful for knocking flying targets out of the air, and you can ambush people with them as well. Jump off of ledges, or just hop in place to give yourself more vertical attack space. When fighting larger monsters, you can jump and attack to hit their heads, wings, and other vulnerable areas.



What we said above about heavy attacks isn't pertinent when jumping. Heavy attacks are fairly fast when you're in the air. They let your hero come down on a target with a dedicated swing. You can knock down enemies, deal high damage, or otherwise have fun messing with them while leaping around.

GRAPPLING WITH FOES



Certain larger and smaller enemies can be grabbed. Larger enemies can't be held down or disabled, but grappling gives your character a chance to climb onto the beast. Use this as a way to reach the upper back, head, or whatever area seems vulnerable.

Be wary though! Monsters don't like people climbing on them. If you get onto an area that is easily clobbered or shaken off, the monster is likely to focus on you. Backs are often the safest part of a creature's body. Arms and legs are risky and don't have much of a payoff. Heads and necks are dangerous but give you the chance for major damage if you get things right!

You can even jump and then grapple with a target. This saves time and lets you start on a beast's back, head, or side.

ATTACKING WHILE CLIMBING

Grappling heroes can only use light attacks while holding onto the monster. A heavy attack causes your character to let go of the beast and make a big slash while jumping off of the foe. It's a good final insult when you have to let go of your foe.



Remember to watch where you're hitting. Blows against well-defended parts of the body do very little damage and aren't worth your time. You might even end up doing less damage than you would from the ground. Test your attacks and see where they do the most good.

While climbing on a chimera, attack the base of the goat and serpent heads to sever these. This reduces the damage output of a chimera by a huge margin.

When to Take a Breather

Grappling with large monsters causes your Stamina to drop over time. If the creature attempts to shake you off, that increases the Stamina drain. Use herbs that restore Stamina to mitigate this problem. Also, avoid grappling when your hero is already low on Stamina. Back off and wait for a better time to strike.



PICKING ON THE LITTLE GUYS

It's also effective to grab smaller monsters. Your hero can pick up anything that is human sized or smaller. Doing so encumbers your character and leaves them

somewhat defenseless, but it disables the enemy as well. If you're down to a single target, this can be a



wonderful way to take the enemy out of the fight while your allies come in and work the sucker over with some brutal stabbing.

Take advantage of this if your allies grab someone. Rush over for the free hits! They do greatly increased damage.

SHEATHED WEAPONS

Your hero can manually sheathe/unsheathe his or her weapons, but this isn't terribly important in a combative sense. Most city folks and guards don't worry about your hero walking around with weapons bared, and monsters can't get the drop on you because every attack button automatically unsheathes your weapons if needed. This is purely an aesthetic choice.

THE BETTER PART OF VALOR

It's always better to run than to die needlessly. The game is lost if your hero ever falls in combat, even if there are pawns around that are still mobile. As such, you should flee if a fight looks too dangerous. That's doubly the case if you haven't saved the game recently!



To run away, make sure that your Stamina is as high as possible. Use herbs to restore lost Stamina, as needed, and then sprint away from your enemies. Try to go back the way you came; this avoids the scenario where you blindly run into even more enemies and make the situation worse for your party.



Use pawn commands to order your party to "Come" with you. This is very important because your pawns end up staying to fight otherwise. If they're taken down and you aren't there to revive them, the result is a bunch of dead pawns that you have to replace!

Look for ladders or ledges when running through areas with vertical inclines. Enemies don't navigate these very well, and that makes it easier to secure your escape. Chokepoints are useful too. Look for narrow areas where your hero can make a desperate stand if you aren't able to get away. These areas prevent larger groups of enemies from surrounding your character.

Enemies eventually give up the chase. Run far enough or long enough and the bad guys usually head home. Resupply and come back later, when you're more likely to win the day.

ATTACK PRIORITIES

Monsters aren't all fools; they try to determine the most dangerous opponent in your group, and they'll kill off that person first if you give them the chance. Let's explain the rules that influence monsters' decision making about who to attack.

Rules That Affect All Monsters

- Has a character injured the monster in question?
- Is the person vulnerable (from knockdowns, wounds, magick damage, etc.)?
- Which character is closest to the monster?
- Has the character used a skill that provokes enemies?
- Has anyone depleted their Stamina bar?

During specific encounters, there might also be changes based on the presence of NPCs, monsters that go after men/women first, and so forth.

The general idea is that you can get more attention from monsters by staying in front of your party. Deal damage to as many targets as possible (even if the damage isn't that high at first), and use provoking skills to secure additional monster aggro.

To avoid attention, hang back, let your pawns attack first, and use herbs to ensure that you never totally exhaust your supply of Stamina.

These rules are useful. Use them to keep monsters focused on characters with heavier armor and high health. That makes it easier for your group's healers to keep up with incoming damage. It also leaves vulnerable casters to go about their work without being constantly interrupted, knocked down, etc.

ADVANCED MELEE TRICKS AND TACTICS

GOING FOR THE KILL

Unless you're trying to get the enemies' attention (as we explain in a moment), your goal is to kill targets and move on. You don't want to do that by running around the field while attacking everything that moves. This distributes your damage and makes fights take longer before individual targets are killed. That's bad! You want to focus fire on single enemies so that they die as quickly as possible. Slain enemies can't hurt you, knock down pawns, or cast debilitating effects.



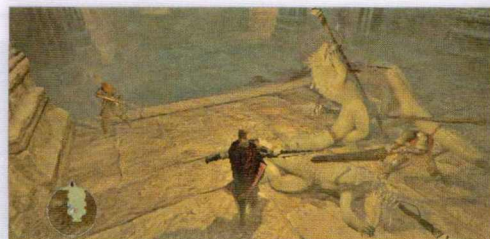
When a fight begins, quickly assess the enemies to determine where you should start fighting. If there are many lesser enemies that can be torn through in moments, take them out before going after bigger game.

A Cyclops and several Goblins attack your party. Dispatch the Goblins immediately so that your pawns don't get hacked apart by them while you're worrying about the larger threat. Once the Goblins are down, it's much easier to take out the Cyclops.

GETTING ATTENTION

Your hero is naturally better at taking on enemies and surviving than the computer-controlled pawns. For the most part, it's better if enemies are attacking you instead of your allies. Pawns tend to walk right into danger, take more hits, and have a hard time running away to regroup.

If you want to protect your party, collect enemies and force them to focus on your character instead of the pawns. Fighters and Warriors are good at this. They have skills that either

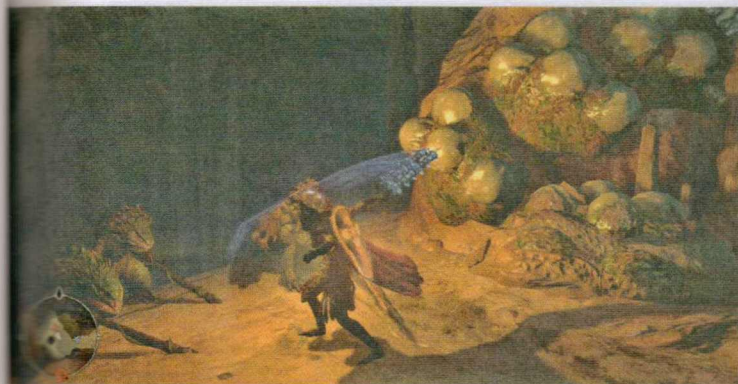


attention directly (such as Fighters pounding on their shields) or they can use wide-area attacks to start hitting enemies en masse.

For situations with many opponents, you need to hit or threaten all of the enemies at the beginning of a fight. You shouldn't pick specific targets for killing until most of the enemies are coming after you.

For easier encounters, it's usually better to stay on kill duty and not worry about getting enemy attention. During make-or-break fights, you do yourself a big favor by collecting the monsters. This does more than protect your pawns. It saves time because you don't need to run around reviving downed pawns, which can be risky and frustrating if you're already busy doing important things.

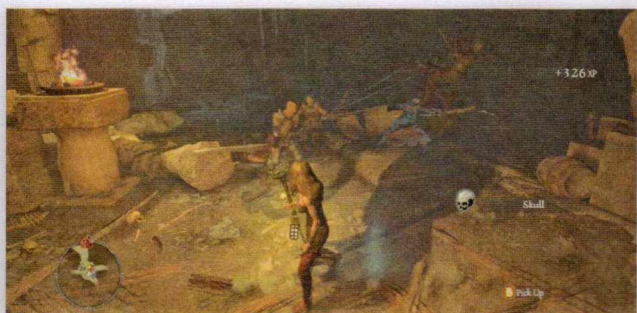
Another advantage of collecting enemies around your hero is that crowd control becomes more effective. Knockdowns, disabling spells, and other skills that delay enemies are more effective when you bunch all of the targets into a tight space. Make sure that your character is surrounded by targets, and watch as your attacks slice through many opponents at once, effectively multiplying your damage output.



Make sure that your party has access to at least a spell or two that affect larger areas. Sorcerers can do amazing things, and a brutal amount of damage, when someone else clusters their victims!

Knockdown Duty

Knockdown duty is a specific subset of this technique; large characters are the best for this. Get a heavy weapon and learn a skill that has a chance to knock an enemy over (e.g., Corona Slash). Warriors with their two-handed weapons are ideal for knockdown attacks.



Once you're ready, rush an enemy and knock them down. Use your skill again to keep the enemy on the ground and let your party score free attacks over and over until the victim dies. If you're doing this with multiple enemies, your party has a good chance of winning the day without taking many hits.

Characters need high Stamina to stay on knockdown duty because the weapon skills chew through Stamina rather quickly. Carry extra herbs to restore your Stamina in the middle of these fights.

MISSILE ATTACKS

GO FOR THE EYE!

Ranged characters don't have as much potential for immediate damage compared with good melee characters or mages. However, someone with good aim can make up for that in spades. The game's archers have more potential to hit vulnerable areas on creatures without needing to jump and attack, grapple with the enemies, or wait until the creature is knocked over.



Shoot various locations while you're getting to know each type of enemy. Watch the target's health bar with each attack, and notice if there is a huge difference between hitting something in the head, the body, or other location. Many creatures take more damage when struck in the head. Some foes have visible armor that you need to avoid. Archers make short work of these hardened foes, while melee characters have much more trouble with them.

RANGED DAMAGE

Missile damage is determined by its own system, and it's rather complex. Your archer's weapon, arrows, and attributes determine the maximum damage that can be done by a shot, but there are other factors that contribute to the final score.

Missile Range (Bows)	
Distance	Damage Output
0-10 Meters	High
11-25 Meters	Moderate
26-30 Meters	Low
31-90 Meters	Very Low

to determine this. Our tables show you which range is best for each of these missile weapons.

Bows don't do as much damage per shot as longbows and spellbows, but they have the best firing rate (and they don't weigh much). These weapons are ideal when you can stack a number of bonuses on your character, such as elemental affinities. You have to get up close and personal with enemies to be at your best with bows, so make sure that your character is fast and mobile. Be ready to flee at a moment's notice!

Longbows are heavy weapons that knock around enemies and do the best damage per shot of any missile weapon. They have a fairly wide range for ideal damage (9-25 meters), and you don't have to get as close to your enemies as with a shortbow. All of these are major advantages. The higher weight and slower firing speed of longbows is only a modest tradeoff. It doesn't keep them from being incredibly powerful.

Missile weapons do their best damage at specific ranges. Some do their best damage up close. Others are ideal at medium range. You need to find out whether you're using a bow, longbow, or spellbow

Missile Range (Longbows)	
Distance	Damage Output
0-8 Meters	Moderate
9-25 Meters	High
26-33 Meters	Low
34-90 Meters	Very Low

Spellbows are easy to use, are faster than longbows, and don't lose much force if you fire them at medium or long range. Really skilled

players can do more total damage with a longbow, but novice players benefit immensely from spellbows because of their ease of use. You can fire at almost any range without fear of damage loss. In addition, the magick arrows these bows fire hit more often even when your aim is off by a slight margin.

Spellbows use your character's magick attack to deal damage. This is a good thing against enemies with poor magick defense, but it's a problem against enemies with higher magick defense, such as Golems and Liches.

Missile Range (Spellbows)	
Distance	Damage Output
0-15 Meters	High
16-60 Meters	Moderate

HIT AND RUN

Though it's a slow technique for killing, archers have access to one of the most safe and reliable methods for winning: the old hit and run. Using a mix of difficult terrain, sprinting, and fast aiming, a ranged character can attack enemies, flee, and repeat their attacks when they get some distance. There aren't many creatures in the game that respond well to this. Many don't have their own ranged attacks!



Look for areas with elevation changes. Those are the best for hit-and-run ambushes. Your hero navigates these better than the monsters, and when enemies finally reach your hero, it's only a moment's work to slide down a hill or sprint away yet again.

MAGICK

HEALING AND PARTY SUPPORT

It's hard to have a caster be good at both killing enemies and supporting the party. You have a limited number of slots for equipping your spells, and there's always more to learn. You have to make some hard choices.



Though by no means necessary, it's extremely effective to have two casters in a party. Have one character (often a Mage) focus entirely on party support. Give them one or two offensive spells to protect themselves, and then give the caster healing, debilitation removal, and elemental support:

- Anodyne (Healing)
- Halidom (Debilitation Removal)
- Fire Boon (Elemental Support)

With those in place, you have a caster that can heal wounded allies, protect the group from nasty status ailments, and improve physical damage output by giving everyone fire-based damage.



Learn as many of the elemental boons as possible, and swap out the one you have if you know that you're going into an area where another would be more useful. Throw holy spells on there if you're going into the Catacombs. Fire is great in the wilderness because so many enemies are vulnerable to flame.

Use your remaining spell slots to get some single-target and area-of-effect damage spells on your caster. They aren't as deadly as a Sorcerer's spells, but they still help considerably in each fight.

THE DAMAGE CASTER

Spellcasters that are trained for damage output drop enemies faster than almost anyone else in the game. You need to have access to all three elements all of the time. Using the same element for all of your spells is a bad idea because you can't exploit each enemy's weaknesses. Learn which element to use against each foe and see what a difference it makes.



Sorcerers are the kings and queens of magickal spell damage. They use staves that are much more powerful than their Mage rivals. However, they don't have access to as many spells that aid the party directly. It's a rough tradeoff, and that's why we suggest having two casters in a default party.



Against weaker monsters, you don't see that much of a difference between the casters. A Mage can blow a Goblin in half just as well as a Sorcerer. However, a dedicated Sorcerer shows their true colors when fighting against Cyclops, Chimeras, and other big game. Health bars melt when Sorcerers use the right elements against their victims.

Get the best staff you can find, pile on equipment that raises Magick, and kill everything that stands in your way.

Teach Your Pawns Well

All casters face a learning curve with new monsters. They don't automatically cast the best spells when their knowledge of a monster is low. Use scrolls to teach the group about monsters that they're facing or simply fight the creatures again and again to help the pawns gain new insights.

Double Casting

Several spells have powerful synergy when cast by multiple characters simultaneously. These spells will complete at the same time even if the characters involved in their casting start at different times.

Thus, a pawn that starts casting Bolide over a second before your hero causes your character to complete their casting of Bolide one second earlier. This is a way to increase effectiveness by reducing casting times in multi-caster parties.

Spells That Are Affected by Double Casting Rules

- Bolide
- Gicel
- Fulmination
- Seism
- Maelstrom

Though this rule is called double casting, it can apply to a third party member as well. Make sure to grab these spells and use them on multiple casters if you have a party with several capable people.

USING DEBILITATIONS

If an enemy can't see, it can't fight. Your spellcasters have just as many cool debilitations as your enemies. It takes quite a few slots to make a dedicated debilitation caster, but it is an option.

This third variety of spellcaster is the least popular, but that isn't because of their utility. It's more that healing is always a useful addition to a party, and raw damage output is more easily enjoyed. It's direct, visceral, and easy to understand.

You're most likely to configure a debilitation caster if you are making a party without many heavier members. For example, a party without a Fighter or Warrior isn't going to take enemies on as aggressively. Switch in a debilitation caster to stop the enemies from reaching the party as easily and from doing much damage when they do arrive!

Because it's harder to find and recruit a good debilitation character, you might want to configure your hero or your primary pawn in this role if it interests you. The good news is that you can switch a few spells and go between this role and either healing or damage. So you're not locking yourself into anything permanent (or even long term) by trying a character with more of these abilities.

More on Vocations

All of the game's skills and vocations are discussed in our Vocation Chapter. Before you figure out what type of party to use, read through that chapter and decide what would excite you the most.

Remember that you can swap in new secondary pawns at any time. It takes hours to teach your hero and primary pawn an entirely new vocation. Getting two new pawns can be a matter of minutes.

For your hero and primary pawn, try to pick a vocation for each that you think you'll really enjoy, and experiment heavily with your secondary pawns.

EXPLORING GRANSYS

Gransys is large enough that you can't get around in the blink of an eye. Learning how to travel efficiently is a great way to save hours of game time that is better spent adventuring, killing monsters, and completing quests. Let's talk about the ways in which you get around.

WALKING

Walking and sprinting are the most basic means of travel. Early in the game, they're pretty much all you have to rely on. Take a look at the main map, plot a good course for yourself (using Waypoints if you're worried about getting lost), and then start exploring.

Sticking to the roads often takes a little more time to travel through the region because they don't cut across hills or dangerous territory. That said, you still end up getting to your destination faster when you use the roads. They prevent parties from losing their way, and they also cut down on the number of attacks from random monsters. Fights certainly take time, and



running away from monsters is a hassle if you're worried about your pawns getting hurt.

Use the roads and only cut across the wilderness once you know more about your destinations and how to deal with the obstacles along the way.

It costs money to munch on herbs constantly, but one way to speed your trips is to sprint while eating herbs that restore Stamina. This isn't really affordable in the early game, but it's relatively inexpensive by the time you start doing work in the capital.



SHORTCUTS

A more reliable timesaver comes into play after you explore several dungeons. There are several dungeons that have multiple exits. Sometimes these areas are far apart in the Gransys wilderness. Compared with walking across the continent, it's faster to rush through a dungeon that you already know and have somewhat cleared of enemies.

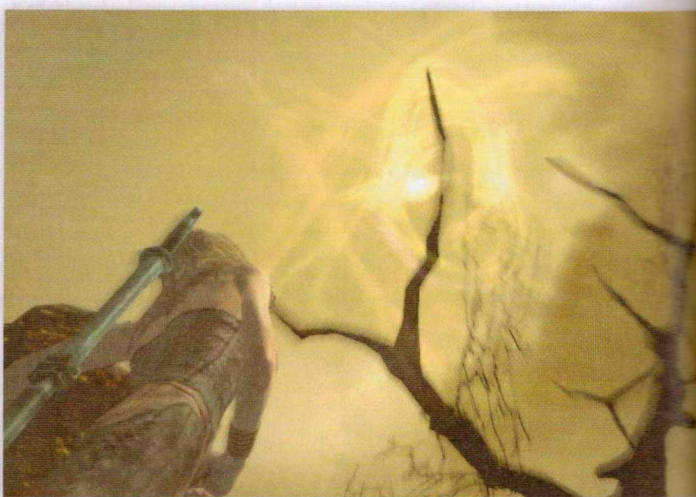
Examples of good shortcuts:

- The Ancient Quarry connects southern and central Gransys and is almost enemy free once you've cleared its Ogres.
- Dripestone Cave jumps between Cassardis and the wilderness north of the Encampment. It's not a big shortcut, but it's not bad.
- Northeastern Witchwood connects with a cave that exits near Cassardis; use this for a fast way home from the west.
- The Catacombs has exits near Gran Soren; you can jump into the northern wilderness with only a moment's work.
- Soulflayer Canyon jumps between an east and west entrance, avoiding the winding road through the cliffs.



FERRYSTONES

Pick up a Ferrystone in Gran Soren. This Ferrystone is in the northwestern part of the capital, in the Craftsman's Quarter. These stones teleport your entire party back to the Portcrystal at that location. You can use these at almost any time, and they're a wonderful way to avoid a long overland trek.



The Ferrystone at that location takes a long time to regenerate. You only find it after days of waiting. To get others, shop at The Black Cat—for a usurious price. Or, talk to Fournival in the Noble Quarter a little later in the game. He sells Ferrystones at a fairer rate, and questing on his behalf gives the option to lower the price even more. Ferrystones don't become cheap until you're at the end of the game, but they're worthwhile long before then.

PORTCRYSTALS

Portcrystals are where you appear when you use a Ferrystone. The initial Portcrystal is in Gran Soren, as we explained. However, you can find others. At the top of Bluemoon Tower is a Portcrystal that you get during a quest for Ser Maximilian. Take this Portcrystal somewhere important in the wilderness and then use it. Your hero drops the crystal off and can then Ferrystone to that location or to Gran Soren.

Portcrystals can be deployed anywhere outside, and they can be retrieved whenever you want. Leave them in the south (near the Shadow Fort) when you're doing quests that takes your party all the way out there. Grab it later on and put it in the far western areas to handle that questing.

DANGER!

Leaving the roads is bad enough, but there are some places in Gransys that are even worse than others. You'd do well to learn where to travel before getting yourself into trouble.



Careful players can explore areas long before these minimum levels. We only listed these numbers to give you a general idea of when you might be comfortable fighting and adventuring in a given region.

Due to the open nature of *Dragon's Dogma*, you might end up going through some of the areas at a much higher level. People who do all of the quests and enjoy fighting everything they encounter are going to blow through levels quickly. They rarely come into a location without the firepower to deal with the creatures that live there.

Locations and Their Relative Difficulty		
Area	Monsters	Recommended Levels
Cassardis and the Seabreeze Trail	Goblins	Any
Mountain Waycastle and Moonsbit Pass	Goblins, Harpies	8+
Vestad Hills	Bandits, Wolves, Saurians	10+
Devilfire Grove	Goblins, Hobgoblins, Saurians, Drake	10+ (but the Drake requires a much higher level)
Wilted Forest	Bandits	12+
Verda Woodlands	Goblins, Hobgoblins, Cyclops, Specters, Chimera (Rare)	15+
Estan Plains	Bandits, Wolves, Undead, Saurians	15+
Deos Hill's and Northface Forest	Snow Harpies, Direwolves, Goblins, Hobgoblins, Cyclops, Chimeras	20+
Windworm Valley and Cutlass Cape	Snow Harpies, Bandits, Golems	25+
Cursewood	Powerful Bandits, Chimeras	30+
Miasmic Haunt	Snow Harpies, Sulfur Saurians, Wight	30+
Barta Crag	Hobgoblins, Direwolves, Specters, Chimeras	30+



WEATHER

Gransys is on the coast, so you'd expect its weather to vary even during the most gentle seasons. That is indeed the case, and each day has a chance for clean, partly cloudy, or cloudy skies. It's much darker when you travel under cloudy skies, so we recommend sleeping an extra day at an inn to get to better weather. The more you can see, the safer you are!

There are other types of natural events that are worth noting:

- **Strong Winds:** Occur in the north; they push back against your character in one direction, making progress quite slow
- **Fires:** Anything that touches a fire, bonfire, etc. gets set alight and takes damage
- **Shallow Water:** Douses your characters, making them vulnerable to cold-type effects but stronger against fire
- **Deep and Very Deep Water:** Cannot be passed through for long, causes pawns to be lost, and returns your hero to the nearest shore
- **Miasma:** Found in swampy areas; these can only be crossed safely at night, when fireflies are out. Otherwise, characters suffer from Poison, Blindness, or Silence when going through miasma
- **Healing Springs:** These pools heal wounds, remove negative status effects, and aid your hero and pawns tremendously; bottle their water to take some of the useful substance with your party
- **Falling Rocks:** These traps deal heavy damage if they hit anyone; avoid them by sprinting away, or attack the boulders from range to try and destroy them



INTERACTABLE OBJECTS

Some objects that you find in Gransys can be used by your party in a direct fashion. Here's what you can do with them!

Object	Use
Rift Pedestals	Heal pawns, remove negative status effects from pawns, and let your hero recruit allies
Wooden Boxes	Destroy them to get treasure; the smaller boxes can be picked up and thrown at enemies
Rocks	Pick them up and throw them at enemies
Water Flask	Throw at enemies to douse them
Oil Flask	Throw at enemies to douse them in oil, leaving them vulnerable to fire attacks
Poison Flask	Throw at enemies to Poison them
Kindling	Can be thrown at enemies
Barrels	Can be thrown at enemies
Explosive Barrels	Destroy them at range or throw them at enemies; detonate to deal very heavy damage
Ballista	Ranged siege weapons that can be used by your hero or goblins; can be destroyed
Turret	Manned siege weapons, found at the Encampment

Object	Use
Wire Trap	Make sound whenever someone steps through them; found in heavy goblin areas
Pressure Switch	Put weight on these to trigger them (often to open doors); more weight causes them to complete the process more quickly
Gate Levers	Pull them to activate a door nearby; if the lever is missing, search the dungeon for something suitable
Breakable Walls	Some walls can be destroyed with powerful magick, explosive barrels, attacks from giant monsters, or heavy blows from a Warrior
Chests	Loot these to get higher quality treasure; more elaborate chests often have the best loot
Bird Nests	Destroy to get edible items
Ore Veins	Harvest metal here if you have a pickaxe
Foraging Points	Old bags, rusted armor, and similar objects can be foraged for crafting or combinable items

PARTY MAINTENANCE

Inns are the best places to go when you need a moment to rest and regroup. Initially, inns are only useful for rest and storage. Once you go to the Encampment, you get the option to start learning skills while relaxing. Finally, in Gran Soren you get to play around with vocations for your hero and primary pawn.



RESTING

Resting is the most basic function of an inn. Your entire party is restored to full Hit Points and Stamina. Any remaining debilitations are removed, and your team gets a chance to sleep until either dawn or sunset. This is useful if you have an evening quest, want to hunt specific creatures that only appear at night, or if you'd just like to start a new day.



Most quests in *Dragon's Dogma* are not limited by time, so you don't have to worry about missing something while you sleep. However, there are a couple of exceptions. If a quest tells you that you only have four days to get something done, then don't rest at the inn until you've taken care of your task.

Inns have different prices for staying. These grow more costly in places like Gran Soren, but you never have to break the bank to stay anywhere. If you're low on cash and need to restore everyone's Hit Points, wander around the wilderness while eating any food that you come across. This restores both Hit Points and maximum possible Hit Points and you don't have to pay a single coin to do it. Kill monsters on the way for more experience and possibly some extra treasure.

TIME'S PASSAGE

Time in *Dragon's Dogma* passes whenever you aren't loading, looking through the pause screen or your inventory, or dealing with cutscenes. It also stops when you're talking to pawns or are inside a Riftstone.

Normally two minutes in the real world correspond to one hour of time in-game. Thus, it takes 48 minutes for a full day to pass if your hero doesn't go to an inn to rest.

Enemies aren't the only things that are sometimes dependent on the time of day. Certain items, such as Sunbright and Moonglow can only be found and harvested at specific times of the day. This is true for regular animals as well, such as seabirds.

NPCs move around with a set schedule of things that they have to do.

Don't expect everyone to be outside talking during the late hours of the night. People go to their homes, rest, and may even lock their doors so that strangers can't wander in.

If you travel at night without a light source, it reduces your character's awareness of their surroundings. Not only is it harder to actually see enemies before they get to you; your hero and the pawns in your party don't pick up on noises or nearby clues until you're much closer to them.

Friendships change over time as well. If you upset an important NPC that you're trying to impress, give them time to cool off. Their relationship gradually returns to a normal level. Similarly, people that you've courted by doing their quests and giving them gifts eventually stop being as impressed. You need to keep courting allies if you want them to stay enamored with your hero!

RESPAWNING ITEMS AND PEOPLE

Monsters come back to areas over time. Rest for a few days at any inn, and your character can return to a dungeon or field and find new enemies to fight for even more experience. Additionally, this applies to most types of treasure, harvestable items, and even people as well. If NPCs are slain, don't worry that your game is suddenly broken. It's not! Those characters return to the game world in a week or so.

While this time passes, other things go on as well. Trees bear fruit, food rots, and other normal changes occur as you'd expect in a living world.

Shops restock their inventories too. If your favorite merchant sells out of something that you need, take a break and rest for a while so that you can get more of the essential item.

USING STORAGE

All inns have a storage feature. These are linked so that your items in Gran Soren are available in Cassardis, the Encampment, and the Rest Camps. Gransys has its problems, but their mail system is insanely good.



It's often wise to deposit tools and treasure that you aren't currently using. Selling spare items can net you a fair amount of cash, but it also leaves your character high and dry if you suddenly need something that you ditched. Money isn't a big problem through most of the game, so we advise that you keep everything in storage if there is any doubt in your mind.

Keep your character's encumbrance low and take only what you need for each adventuring session.

The inn is also a good place to combine items. You have access to all of the goodies that are on hand and in storage, so it's easier to know what you can make!

BUYING AND SELECTING SKILLS

Discipline Points accrue as you fight and defeat monsters. These points allow you to purchase new skills for your vocation. Gaining these points also lets you rank up in your current vocation, unlocking more potential skills to purchase!



Stop at the inn and look at the available skills for your hero and your primary pawn. When you're done, manage your skills and make sure to select the ones that you need right now. Don't be too generic with your choices unless you don't know what's coming up next.

Use this guide to look up the area where you're planning on questing. If there are enemies weak to a specific element, then get skills with that element. When there are large enemies to fight, bring your skills with the highest damage. If you anticipate big groups out there, take skills that knock enemies around or disable them in clusters.

Teach yourself not to think of your character as a one-trick pony! Stay flexible and bring the best skills for each occasion.

EXPERIENCE AND LEVELING

It's fun to learn new skills and find new equipment. Your character gets better through both of these, but as you work on those goals it's easy to gain experience. Completing quests and killing monsters automatically work toward your character's progression. Each level makes it easier to survive against deadlier enemies, and soon you'll even be able to fight and defeat dragons!

For a casual player, it's okay to ignore the details and simply have fun. Most of the things that you do in *Dragon's Dogma* are going to help level your character. Wandering in the woods gets you into battles. Exploring for treasure is much the same. And if you help people in cities, the rewards from those quests are quite respectable.

But players who want to level quickly can focus on the best ways to pull in experience. Let's talk about that.

HOW TO EARN EXPERIENCE

Each enemy that your character kills is worth experience, which is determined by the creature's base level with a minor subtraction for your hero's level. Thus, a Goblin is worth over 100 experience points early on, but late in the game you only get around 50 experience points for each one. You don't see the change coming quickly, and it doesn't dramatically alter the rate of your character's growth.

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It's often wise to deposit tools and treasure that you aren't currently using. Selling spare items can net you a fair amount of cash, but it also leaves your character high and dry if you suddenly need something that you ditched. Money isn't a big problem through most of the game, so we advise that you keep everything in storage if there is any doubt in your mind.

Keep your character's encumbrance low and take only what you need for each adventuring session.

The inn is also a good place to combine items. You have access to all of the goodies that are on hand and in storage, so it's easier to know what you can make!

BUYING AND SELECTING SKILLS

Discipline Points accrue as you fight and defeat monsters. These points allow you to purchase new skills for your vocation. Gaining these points also lets you rank up in your current vocation, unlocking more potential skills to purchase!



Stop at the inn and look at the available skills for your hero and your primary pawn. When you're done, manage your skills and make sure to select the ones that you need right now. Don't be too generic with your choices unless you don't know what's coming up next.

Use this guide to look up the area where you're planning on questing. If there are enemies weak to a specific element, then get skills with that element. When there are large enemies to fight, bring your skills with the highest damage. If you anticipate big groups out there, take skills that knock enemies around or disable them in clusters.

Teach yourself not to think of your character as a one-trick pony! Stay flexible and bring the best skills for each occasion.

EXPERIENCE AND LEVELING

It's fun to learn new skills and find new equipment. Your character gets better through both of these, but as you work on those goals it's easy to gain experience. Completing quests and killing monsters automatically work toward your character's progression. Each level makes it easier to survive against deadlier enemies, and soon you'll even be able to fight and defeat dragons!

For a casual player, it's okay to ignore the details and simply have fun. Most of the things that you do in *Dragon's Dogma* are going to help level your character. Wandering in the woods gets you into battles. Exploring for treasure is much the same. And if you help people in cities, the rewards from those quests are quite respectable.

But players who want to level quickly can focus on the best ways to pull in experience. Let's talk about that.

HOW TO EARN EXPERIENCE

Each enemy that your character kills is worth experience, which is determined by the creature's base level with a minor subtraction for your hero's level. Thus, a Goblin is worth over 100 experience points early on, but late in the game you only get around 50 experience points for each one. You don't see the change coming quickly, and it doesn't dramatically alter the rate of your character's growth.

FAST GROWTH

The fastest possible experience comes from fighting the toughest creatures that you can quickly defeat. Racing through dungeons or tougher areas of the wilderness can get you a massive boost in power.

Pawns don't steal your experience, so it's best to have your group there to help out. When a pawn scores a kill, your hero gets the experience from it (and so does your primary pawn).

To maximize your experience gains, bring a party that is focused on damage output. Faster kills lead to faster leveling. Warrior, Sorcerer, Sorcerer, Mage is one of the more sustainable leveling parties. You deck out the Sorcerers for pure damage, make the Mage into a healer/support character, and have the Warrior focus on high melee damage and knockdowns. A team like that can clear dungeons very quickly.

There are many possible combinations, so you don't have to build your party around this model. Just maximize damage output from whatever team you enjoy.

QUESTING FOR POWER



Quests are the second best form of experience gathering. Some quests are so fast that they outpace speedy kills, but most of the quests are a little bit slower than that. If you're trying to gain experience while questing, take your team out and run the quests that you like with them. It's dangerous to rely on a heavy damage team when you're way out in the wild, and some of the quests require you to engage bosses that are pretty tough. But, this is a risk vs. reward issue. As long as you're willing to bring plenty of herbs and risk having to retreat and reform your party, it's worthwhile to have a deadly team.

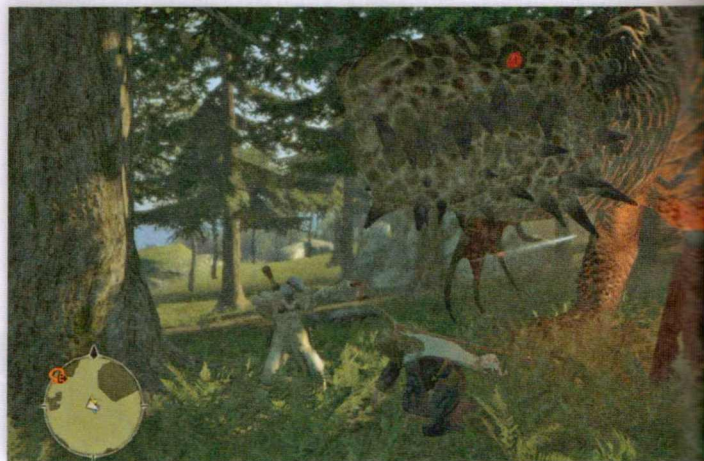
And you can always stop if the team you've built isn't your style. A more conservative team (with a couple of healers, or more of a melee/ranged/magick balance) might be a better fit. It's often easier to go with a balanced team, especially for questing.

The lowest quest experience comes from escort missions. Their raw turn-in values are fine, but they do often take longer than other quests. Not only do they take longer, you also have to avoid larger fights because your charge might get killed in the skirmish.

Story quests that take you into dungeons are very good for experience. You often have to fight heavily during these tasks, so it's basically like getting money and experience for doing what you already wanted to do.

BIG GAME HUNTING

Lesser creatures replenish their numbers very quickly. Sometimes you can even walk right back into a dungeon that you've cleared and find new critters to slay. That's quite common in the wilderness as well.



If you want even more of a challenge and reward, hunt for larger targets. A repeatable quest appears when your party comes close to a greater beast while walking around the wilderness. These "Ambush" quests are worth a fair amount of money and experience, and they don't take very long once you're good at fighting the creatures in question.

There are set locations for Cyclops, Chimeras, and a couple of other big beasts in the wild. They don't regenerate quickly, so you can't kill them all the time, but a quick pass while exterminating other enemies in the area serves you well!

For a complete listing of Ambush, and other Emergency quests, please see the map and table at the beginning of the *World of Gran Fantasy* chapter.

PURE EXPLORATION

Wandering around Gran Fantasy looking for new areas is the worst way to gain levels. It's dangerous to look around new places, you don't know where to fight, and travel times can be rough. That doesn't mean you shouldn't explore! It's great to look around the world and have a fun time. Just know that you gain levels more quickly by rushing through areas that you've already conquered.



FINDING & COMPLETING QUESTS

Though there are quest givers in a few out of the way places, your hero gets work primarily from settlements. If you're in the mood for questing, go to Cassardis, the Encampment, or Gran Soren. A huge percentage of quests start in those three areas.

Anyone standing around with a green mark over their head is offering you a quest. Talk to them and accept the task to learn more about it.



Red marks indicate that someone has information about a quest that you are already working on. The information you get from these people is often critical to completing the quest, so you don't want to skip them. Even after talking to the person in question the mark persists. Don't let that confuse you; it remains so that you can find the person again if you forgot what they told you.



Orange marks let you know that someone has information about a quest that isn't critical. Talk to them to learn more or get a clue about where to go or what to do.

Blue marks are for quest turn ins. If you have a special item to give someone, the character has that mark.

FOLLOW THE HINTS

Once you've selected a priority quest, switch to your map and look at the Gransys version of it. This immediately shows where you need to go for that quest. If nothing appears, that means that the quest is meant to be somewhat hidden. Read the quest's description to find out more and glean insight into what you need to do next.



Also, talk to the quest giver again and listen to your pawns. There are always tips that prod you in the right direction for what to do.

If you're ever sent to a spot that's marked and can't find what to do, look both above and below where you're standing. It's hard to tell when something is beneath your character, and there might be a cave or recessed area that holds your objective.



ENCUMBRANCE

The more weight you carry, the harder it is for your character to sprint, use weapon skills, and keep his or her Stamina up. Even with a pile of herbs, it's annoying to have a character that can't do more than a few actions before they're gasping for air.

Press Back/Select to look at everyone's weight and then distribute items in the party so that no one is carrying too much. For a major respite, store equipment that isn't needed! It's not worthwhile to carry around multiple sets of armor. One good set per person is good enough, and you can customize your accoutrements to suit each encounter. Most substantial debilitation defense is kept on accoutrements anyway and they're light. Keep plenty of accoutrements around and swap in whatever you need for upcoming encounters.

Encumbrance Limits by Character Weight Class

Encumbrance Limit	SS (Under 50 KGs)	S (50-69 KGs)	M (70-89 KGs)	L (90-109 KGs)	LL (110+ KGs)
Very Light	<10kg	<10kg	<15kg	<20kg	<20kg
Light	10kg	10kg	15kg	20kg	20kg
Middle	20kg	20kg	25kg	40kg	45kg
Heavy	30kg	40kg	45kg	55kg	70kg
Very Heavy	35kg	45kg	55kg	65kg	85kg
Over	40kg	50kg	65kg	75kg	100kg

Grapplers

Characters that grapple enemies need to be kept unencumbered. You can't hold onto a creature for long if you're encumbered, so let other members of the party do the carrying. Casters don't look strong, but they don't need to sprint or grapple as much as the melee characters. If someone has to be in a higher weight class, let it be them!



UPGRADING YOUR GEAR

Each piece of equipment has multiple tiers of stats. The initial points for your weapons and armor are the baseline. They won't get any worse than that, and with some investment they can get a whole lot better!

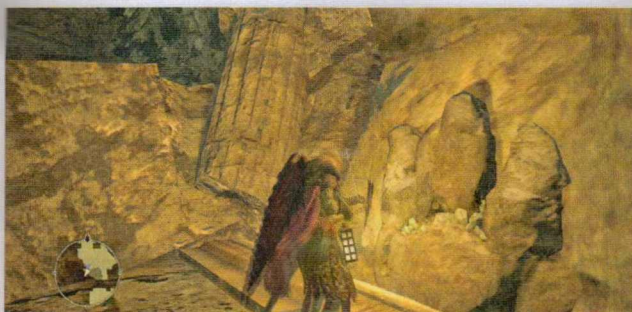
Talk to people who work at a weapon store, such as Caxton in Gran Soren. He'll work on your weapons and armor and upgrade them considerably. All that you need is some money and certain ingredients. For the first level of upgrade, you often don't even need special items. Higher upgrades require goodies that you gather while exploring Gransys.

Metal items, like swords and heavier armor, often need ore from the veins in places like the Catacombs, the Ancient Quarry, and so forth. Carry a pickaxe so that your character can mine these for precious ore!

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valuable, pick it up. Deposit the spare items when you stop at an inn and wait until they're needed. Don't look up an item at the store, find out what you need, and *then* go out looking for it. That is a much slower process. Better to take everything that isn't nailed down, and then have it in storage when it becomes useful.

Your highest gear upgrades are obtained by beating legendary Dragons. It's said that the equipment used by a hero that kills a great Dragon becomes as powerful as it can be.

ITEM COMBINATIONS

Dragon's Dogma has a wide selection of usable items. These restore Hit Points, Stamina, remove debilitations, deal damage to enemies, and so forth. Some of the items are immediately useful when you buy them or pick them up. Apothecaries, where you buy herbs, are perfect for getting useful materials.

But out in the wilderness you find dozens of herbs, mushrooms, and other assorted things. Not all of them seem to do anything at first. That's where item combining comes in. In essence, you take two items from your character's inventory and put them together to make useful new items. The game records combinations that your character completes, so you fill in the details by experimenting with new combos.

At first you don't know what you're making, and the result might be something that you didn't need. But as you learn more combinations your character starts to find some that are quite good. Our Items Chapter has an entire section dedicated to telling you about possible item combinations.



THE HUNT FOR TREASURE

Chests with random loot are deposited all over the world. You find them in the wilderness, inside people's homes, and certainly in dungeons. Crates, boxes, barrels, and bookcases can also have loot, though it's often of a lesser variety.



If you're thorough, have your hero gather everything wherever you go. People who want to be fast or efficient should instead have pawns gather lesser materials and let the hero focus on chests only. Pawns naturally gather items from the areas that you explore, so you don't need to tell them to grab anything. Just trust them to do it while you get the best equipment and items.

Don't assume that a dungeon is empty after you finish your looting expedition. After several days, the monsters *and* the chests are restored. Run through the area a second time to get even more money, gear, and experience.

THE PERFECT TEAM

A well-crafted team of pawns makes it much easier to dominate your enemies. Pawns give suggestions for where to travel, what to search, and how to kill enemies. They're also loyal allies in combat! This chapter goes over the strengths and weaknesses of pawns, letting you know which ones to create and recruit.

Your primary pawn is a long-term ally throughout the game. Think of them as a character of your own creation and control. Secondary pawns are made by other players, so they're short-term allies. You don't have the same level of control over them, and you can't help them to level up or gain substantial power. For people without net access, there are default secondary pawns that anyone can recruit.

Once you understand where to look, it's much easier to get a party that is nearly unstoppable!

CREATING A PRIMARY PAWN

Only your primary pawn is created in the same way as your hero. You select their visual appearance, voice, details, and vocation. Think carefully about these choices because many of them cannot be modified after the pawn is finalized.

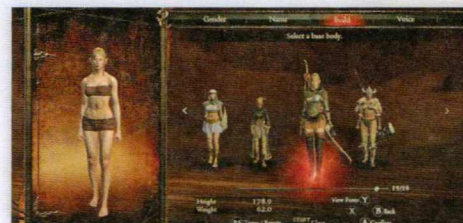
THE RIGHT LOOK

Your primary pawn can be recruited by other players. This doesn't take away your access to the pawn, so it's a very good thing. Your pawn can loot items from the other person's world and bring them back for you. The pawn also earns Rift Crystals during this time. It's all pretty much free for you, and it's a seamless process. You don't even know that it's happening until you rest at an inn and are given the goodies.

To encourage others to recruit your pawn, make one that stands out. Choosing an appearance that's attractive is one way to do this. Work on the details of your pawn's face first and foremost, and make sure that they don't have any strange proportions for their bodies.

That said, you can also go in the other direction. There is always a minority of players that enjoy taking around strange or eccentric allies. Hideous, silly, or oversized characters get some attention too (if just for the laughs). They stand out against the background of blandly attractive offerings.

You can also just throw worries aside and make a pawn that looks like a character you enjoy (from stories or your imagination). The bonus items that you get from having your pawn work with others are not necessary to win the game. They're merely a side benefit.



THE PAWN YOU NEED

Picking a vocation is even more important than having the right look. You want your primary pawn to be a complementary force for your hero. It's almost never a good decision to have both characters be the same vocation. Doing so limits your options and ensures that the two characters share the same weaknesses. Two Fighters are doomed against physically immune enemies. Two Striders are easy to kill when forced into tight quarters. Two Mages can do well much of the time, but they're both squishy and lose ground way too fast if the battle turns sour.



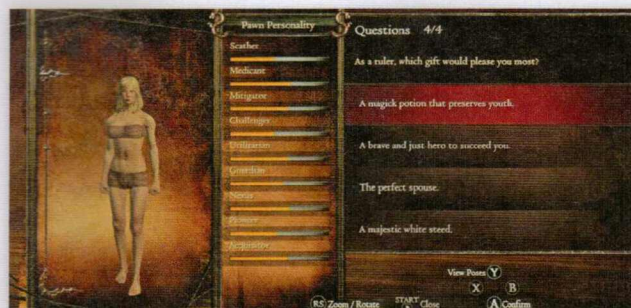
The most basic configuration is to have one caster and one physical character. This prevents your initial party from having any monsters that they can't affect. If you're a player who gets bored with healing, it's smart to choose a Mage for your primary pawn. Slot them with Anodyne and watch as your party survives longer and longer battles without needing as many herbs.

When you want to be the one to hang back, make sure that your primary pawn is a tough character. Make a slugger that is tall, strong, and can interrupt, or at least engage, enemies before they attack your hero.

INCLINATIONS

Toward the end of the creation process, your primary pawn has to answer some esoteric questions. There are many stats listed to the side, and you can't easily tell what each of them does. Sure, you can guess a few meanings, but it's better to be told outright. Let's go over these terms!

The categories reflect the interest a pawn has in various activities—their inclinations, if you will. The more inclination a pawn has in each section, the more likely that they will engage in a certain type of action.



Try to answer the questions in a way that encourages your pawn to act the way you want them to act. If you dislike having to scrounge around for items, make sure that your pawn has a high Acquisitor value. Do this by previewing all responses to the questions before making a selection; ensure that the categories you want to raise are going up every time.

Similarly, watch the categories that you don't want and try to lower them. If you want a healer instead of a brute, see that Scather falls while Medicant rises.

Pawn Characteristics

Trait	Effect
Scather	Tends to rush into battles headfirst against strong enemies
Medicant	Heals often and avoids direct combat
Mitigator	Attacks weak enemies first
Challenger	Attacks strong enemies first
Utilitarian	Uses a wide array of skills
Guardian	Protects the hero first and foremost
Nexus	Supports other pawns in the party
Pioneer	Scouts away from the party
Acquisitor	Gathers items frequently



Your Actions Affect Others

Your primary pawn takes his or her cues from your hero. Actions that you take are going to raise similar tendencies in your primary pawn. See the table below to get an idea of how this works!

Personality Change	How to Achieve It
Raise Scathing	Enter battle with enemies as they appear
Raise Medicant	Prioritize safety by healing your hero or removing their status ailments; using the "Come" order during battle also helps
Raise Mitigator	Bring down weak targets first
Raise Challenger	Focus on long-range attackers and enemies with support abilities
Raise Utilitarian	Use support skills and enchantments
Raise Guardian	Use the "Help" and "Come" commands often, avoid using "Go"
Raise Nexus	Quickly heal your pawns and remove their status ailments
Raise Pioneer	Use the "Go" command when you're not in combat
Raise Acquisitor	Pick up items

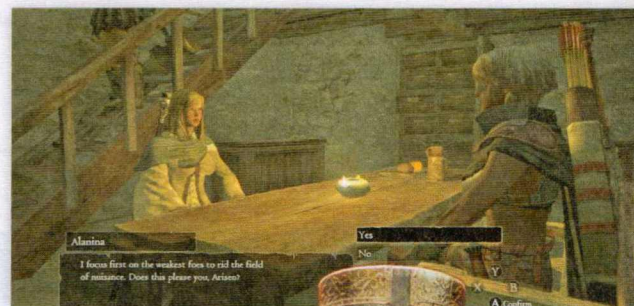
HOW TO USE PAWNS

INSTRUCTING YOUR PAWN

Pawn customization doesn't end with the creation process. There are special areas throughout the world that give your hero a place to instruct their primary pawn. Look for Knowledge Chairs at inns or certain fires at Rest Camps. Use these and watch as your hero sits down with their pawn. The questions you answer during this period let you change the attitude and style of your pawn's vocalizations. AI decisions are also influenced by these conversations.

Another way to change your pawn's personality is to alter the pawns they associate with. The two side pawns that you recruit have an influence over your primary pawn. If all of them share a personality type, that aspect of the pawn becomes even stronger. If they have conflicting personalities, it diminishes some of your primary pawn's personality types (making them engage in those behaviors less often).

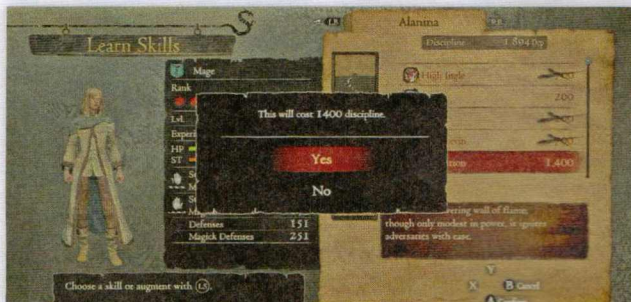
The longer you hold onto those extra pawns, the more influence they have over your primary ally. If you don't want anyone else to have too much sway over your buddy, switch pawns often.



VOCATION AND SKILL SELECTIONS

You have direct control of your primary pawn's vocation and skills. Any time that you're buying/configuring skills, you can choose to work on your hero's or your primary pawn's skills. Spend your pawn's Discipline Points carefully and choose abilities that make them better at whatever task you prefer.

Don't treat the pawn as a carbon copy of your own interests. Make sure that the skills cover a wide range of activities. For example, you might not care about watching the party for debilitations. It's kind of boring compared to wading through monsters. If so, make sure that you have a pawn that can remove debilitations (with skills like Halidom).



EQUIPMENT MODIFICATION

You can give equipment to both primary and secondary pawns, but only your primary pawn gets to trade goodies back if you need them again. Equipment given to secondary pawns is sent to their own creator if it's equipped and then unequipped. That's why it isn't always worth it to upgrade the gear on your secondary pawns.

Your primary pawn, however, should be upgraded. Any time you find equipment that is better for them, hand it over without fear. Nobody can steal it, and even if the pawn dies in battle you can get them (and their equipment) back later without any cost.



In the same way, work to ensure that your primary pawn has a supply of useful herbs. Pawns can use herbs to save themselves from wounds and debilitations. This is especially important if you don't have a Mage in the party with healing and anti-debilitation spells.

USING THEM AS PACK MULES

You don't want your hero to carry everything for the entire party. Anyone with too much encumbrance ends up having Stamina problems, and that's dangerous if you're going against difficult enemies. You aren't able to use as many Weapon Skills, and running away tires you quickly.

Speaking of Stamina

Pawns use their Stamina based on your hero's example. If you frequently push your champion to the limit, your pawns start to do the same. If you hold back more often, they follow suit.

Spread equipment and items between your hero and primary pawn. In a pinch, you can also load items of lesser value onto the secondary pawns. Items can be traded back and forth without mishap, so tossing ten pounds of items their way isn't as much of a risk. The only caveat is to not send the pawns home or let them die while they're carrying all of your stuff. In a worst case scenario, pause the game with the Back/Select button and trade what you need back to your hero if a pawn is nearing death.



DEATH OF A PAWN

Pawns don't die when they reach zero Hit Points. Instead, they collapse wherever they are. A skull icon appears on the minimap to let you know where your friend has fallen; hurry there to revive the pawn before they disappear. If you take too long, the pawn returns to their world and isn't in your party anymore.

Secondary pawns are lost when this happens. Your hero has to find a Rift and recruit an entirely new pawn. This can be a massive inconvenience! Reviving downed pawns doesn't cost Stamina, Hit Points, or use any of your items. There's never a reason to let them die unless your hero would be killed trying to save them.

Revived pawns get back a modest portion of their Hit Points. Though rather mean, you can save on restorative herbs by letting pawns fight hard and get knocked down repeatedly. Revive them each time and they get right back to the battle. In especially dangerous fights, this is a good way to keep your hero out of the action while the pawns do the heavy lifting.

Primary Pawns Always Find a Way Home

You can't lose your primary pawn, even in death. The pawn disappears like any other but can be revived at a Riftstone. Death doesn't affect your pawn's experience, levels, equipment, or disposition. It's still not fun to lose your buddy, so keep your pawn alive if you can.



GETTING AND SPENDING RIFT CRYSTALS

Rift Crystals are awarded when other people use your primary pawn, but that's not the only way to get them. Many quests have the benefit of granting Rift Crystals when completed. You don't get many of them this way, but it's enough of a source that you can afford to hire more powerful pawns from time to time.

This brings us to spending Rift Crystals. Unless you're at Johnathan's Rift Shop, you only spend Rift Crystals when recruiting certain pawns. Pawns at or below your level don't cost anything, so they're an extremely efficient way to secure allies without risking anything.

Pawns that are more powerful cost Rift Crystals at an impressive rate. Someone a little over your hero's level isn't too expensive, perhaps costing a few crystals. Pawns that are a number of levels above you can cost thousands!



In case you're wondering what rift crystals buy, here is the selection at Johnathan's Rift Shop. It shouldn't be a surprise that the focus of the items is heavily on modifying your pawns. The store is found at the Encampment, by the Riftstone.

The elixirs sold there modify a pawn's inclinations, so you can fine tune your main pawn's AI. If a personality type is not already present in the main pawn, the elixir activates that personality type. If the personality type is already present, the elixir makes that tendency even stronger! Neutralizing elixirs remove a pawn's current personality, making them a blank slate to build off of. Use the normal elixirs for fine tuning behaviors, and only grab a neutralizing elixir if you want to start fresh.

Johnathan's Rift Shop		
Tools	Weight	Cost (Rift Crystals)
Scather's Elixir	0.12	500
Medicant's Elixir	0.12	500
Mitigator's Elixir	0.12	500
Challenger's Elixir	0.12	500
Utilitarian's Elixir	0.12	500
Guardian's Elixir	0.12	500
Nexus's Elixir	0.12	500
Pioneer's Elixir	0.12	500
Acquisitor's Elixir	0.12	500
Other	Weight	Cost (Rift Crystals)
Vermillion Face Pigment	0.39	1,000
Gold Face Pigment	0.39	3,500
Bright Green Face Pigment	0.39	3,500
Turquoise Face Pigment	0.39	3,500
Blue Face Pigment	0.39	3,500
Lavender Face Pigment	0.39	3,500
White Face Pigment	0.39	3,500
Red Hair Dye	0.39	1,000
Pink Hair Dye	0.39	2,500
Sky Blue Hair Dye	0.39	2,500
Cornflower Blue Hair Dye	0.39	2,500
Pine Green Hair Dye	0.39	2,500
Bright Green Hair Dye	0.39	2,500
Yellow Hair Dye	0.39	2,500
Red Skin Pigment	0.87	20,000
Yellow Skin Pigment	0.87	40,000
Green Skin Pigment	0.87	60,000
Blue Skin Pigment	0.87	80,000
Plum Skin Pigment	0.87	100,000
Ash Gray Skin Pigment	0.87	2,500
Ivory Skin Pigment	0.87	2,500
Head	Weight	Cost (Rift Crystals)
Black Eyeglasses	0.07	2,000
Silver Eyeglasses	0.07	30,000
Accoutrements	Weight	Cost (Rift Crystals)
Premium Ring	0.2	1,500,000

TEAM DYNAMICS

Only your primary pawn is created in the same way as your hero. You select their visual appearance, voice, details, and vocation. Think carefully about these choices because many of them cannot be modified after the pawn is finalized.

SELECTING SECONDARY PAWNS

It's best to keep a fluid idea of what you need from your secondary pawns. If you initially say "I want to have a Strider and a Mage," that might work very well throughout *Dragon's Dogma*. However, it's not as powerful as a person who looks at each stage of the game independently.

For example, when you find out that you're going to an area with loads of undead, don't lean on physical characters. Bring more casters. Dump your old pawns unless they're expensive characters, and invest in a Mage and a Sorcerer. When fighting a heavy rush of melee attackers, you might prefer to have an extra tough guy around to mitigate the incoming damage. Bring a Fighter for that (or even two of them)!

What Are Secondary Pawns Good At?

Fighter	Defeating smaller targets, grappling, soaking up damage
Strider	Hit and run fights, longer encounters, outdoor areas are preferable, to make the best use of their range
Mage	Healing, removing debilitations, elemental damage, area of effect damage
Mystic Knight	Protecting the party, keeping people alive
Warrior	Knocking down enemies and taking on groups
Assassin	Higher damage (especially at night), better as a hero's vocation rather than a pawn's
Ranger	Good at long range and when loaded with a supply of curative/damaging items
Magick Archer	Good damage over time as opposed to burst damage
Sorcerer	Massive elemental damage

WHEN AND WHERE TO CHANGE ALLIES

Any time you're preparing for a wilderness adventure or dungeon run, it's wise to check the levels of your pawns and think about whether they're still useful to you. All cities have Riftstones that allow you to dump unneeded secondary pawns and get new friends, but that's not the only way to make new buddies.

Powerful pawns wander the streets and the wilds. You bump into them from time to time, and these traveling pawns are sometimes quite impressive. Don't look a gift horse in the mouth if you meet someone who is just right.

You don't have to dump your existing pawns before selecting a new ally. Trying to get a third secondary pawn automatically brings up a screen that lets you compare your allies directly. This is wonderful for deciding who to keep and who to leave behind.

Before dropping a pawn, go through their inventory and snag anything that you don't want them to carry off. Be especially cautious about letting pawns keep materials or tools. They often have a good selection of these items by the

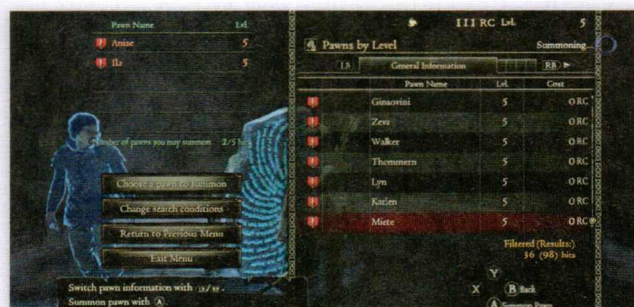


time you are done, and it's fairly quick to transfer these to your hero.

GOING INSIDE A RIFTSTONE

Riftstones show up on your minimap as a runic stone, so they're pretty intuitive to find. Prominent ones are located in Cassardis, the Encampment, and the Gran Soren Pawn's Guild. While using these, your hero is transported into the Rift.

This is where you can look at many pawns simultaneously. While wandering through the Rift, use the shoulder buttons on your controller to switch the details that show up about all of the pawns. You can switch between any of the following filters:



Pawn Info

General Information (Name, Level, Rift Crystal Cost)

Vocation/Gender (Name, Vocation, Gender)

Primary Skills (Name, Primary Skills)

Secondary Skills (Name, Secondary Skills)

Gamertag (Name, Moniker of Creator)



Walk around and speak to the pawns that catch your eye. It's possible to look at the details of these characters before recruiting them. We suggest that you do this every time. Compare their attributes to your existing characters, and make sure that the new pawns have the right skills. If you want a Mage to heal your party, don't recruit one that doesn't have Anodyne/High Anodyne! If you want a protector, go for a Fighter with high Health, good armor, and skills that get enemy attention or knock down targets.

CONTROLLING YOUR TEAM

Your hero only has limited control over the party's pawns. You can't order them to attack specific targets, stand still, and so forth. Instead, you have three generic commands that alter the general behavior of the group. All of these are engaged by pressing one direction or another on your controller's digital pad.

Press up to use "Go!" This orders the team to advance in one direction.

It's not very specific, but you can get the pawns to start fights this way by ordering them into close range with monsters.



"Help!" tells pawns that you want them to heal you, support your hero, and cast enhancing spells on your character. This is best used before fights, to get your party ready for battle. It's also effective in the middle of each skirmish if you start taking too much damage. Press either left or right on the digital pad to trigger this command.

"Come!" helps to gather your party. If the team is fragmenting and running all over the place, press down and get them to bunch together. "Come!" is also quite effective if you flee from battle. Your pawns might not follow on their own, and telling them to gather around you keeps the group from staying in the fight.



VOCATIONS

Your vocation is what defines you and your pawns in *Dragon's Dogma*. When you start your game in Cassardis, you are asked to pick your Vocation from the three basic choices; Fighter, Strider, or Mage. This is your job until at least level 10, so choose wisely. The three vocations play quite differently and which you choose depends on how you wish to play.

CHOOSING A VOCATION

Fighters are the front lines of the group with the highest Health, Attack, and Defense. They have skills to attract the enemy's attention. Then they use their high defense and shield to absorb a majority of the attacks.

The Strider darts around the enemies, taking them down with quick slashes from his or her daggers. Add a bow for some long distance fighting, and the Strider becomes a well-rounded choice. They become great climbers, making them great against the bigger enemies. Add a weapon enchantment from a caster and they become even deadlier.

Mages offer up great support for the party. They are the only class who can cast Anodyne, a healing spell, and Halidom, which cures specific debilitations. This allows you to carry fewer curatives in your pack. They also have the ability to enchant player's weapons, which can greatly simplify a fight. Mages have good offensive spells too, so when they aren't supporting the group, they can help take an enemy down. Their Staves boost Magick and typically have a very low Attack stat.



CHANGING VOCATIONS



At level 10, you are able to change your vocation and start broadening your abilities. There are three advanced versions of the basic jobs; Warrior, Ranger, and Sorcerer. Mystic Knight, Assassin, and Magick Archer also become available as hybrid vocations. Keep in mind that rental pawns only come in the three basic and three advanced vocations.

Once you reach the Encampment, Innkeepers allow you to change the vocation of your character and main pawn. It costs Discipline that you have earned by defeating enemies to change to any vocation that you haven't used before. As long as you have the Discipline available, you can switch through all nine jobs if you want.

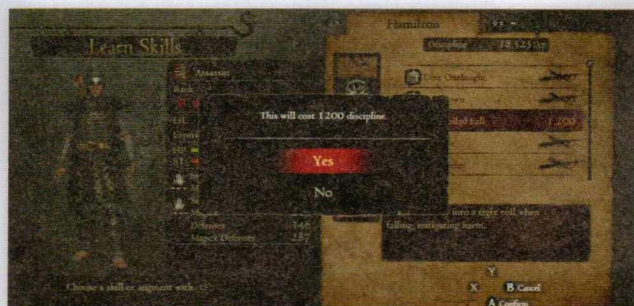
Your vocation determines your basic attributes, wieldable equipment, and skills. Each builds stats in different ways and allows you to gain unique abilities and additional augments. Skills that are available across multiple Vocations do not need to be relearned. Therefore, if you move between jobs that use the same weapon, you may already have weapon skills available.

Which classes you use depend on how you want to play. You can even use a short stint in a specific class just to build up a particular stat. For example, you may play as a Fighter or Warrior to build up Health and Defense, and then switch to a caster to work on magick stats. The variations are almost limitless.

LEARNING & SETTING SKILLS

In each vocation, you have a set of skills that you can also purchase with Discipline Points. These skills come in three different flavors: Weapon Skills, Core Skills, and Augments. When at an inn, select Learn or Set Your Skills to purchase and enable them.

Weapon Skills give you special moves that can be executed in battle using the assigned button along with the given modifier (Left Bumper/L1 or Right Bumper/R1). They are available for each weapon that your vocation can wield, though that armament must be equipped to enable its skills. Three face buttons on the controller can be mapped to these abilities. Therefore, you can have six weapon skills enabled at a time—three for each weapon or all six for your only weapon, such as a staff or hammer. For example, if you have assigned a staff skill to the X button under the Left Bumper set, hold down Left Bumper and press/hold X to use that skill.



Core skills are always active and give you even more abilities. These usually require an extra button press or two. They are also weapon specific, so you can't enable one if you aren't wielding that weapon. Controls are given in the following skill tables.

Augments give you stat bonuses such as increased Stamina, less damage taken, extra affinity after gifting, greater illumination from a lantern, and much more. You are limited to six active augments at a time, so consider what will help you most as you venture forth. There are specific augments that each vocation can learn, but once you have learned one, it is always available.

RANKING UP

For each vocation, you and your main pawn earn a rank—unlocking skills as you progress. You keep this rank in each vocation even as you switch classes, so you can return to an incomplete vocation and continue to unlock skills.

Job points are earned as you defeat enemies and this is what earns you your rank. The amount of points required to rank up depends on which vocation the character is, so we have included a Job Point Progression table for each class below. This shows how many points are need to reach the next rank.



USING THIS SECTION

- **Cost to change Vocation:** Amount of Discipline required to change to this vocation. You only need to pay this once per character.
- **Weapons:** Weapons that this vocation can equip. Weapon and core skills are weapon specific, so be sure you do not waste points on skills for weapons that you are not going to use.
- **Starting Stats:** This is your character or main pawn's starting stats when he or she is first created. This only applies to the basic vocations; Fighter, Strider, and Mage.
- **Stat Growth at Level Up:** This table shows how much is added to each stat when you level up. This differs for levels under 10, 10 – 99, and above 100.
- **Job Point Progression:** A table that shows the amount of job points required to reach each rank.
- **Skills:** Weapon skills, core skills, and augments that can be purchased with Discipline points for each vocation. Once a weapon skill or core skill is learned, it is available for any vocation that uses the same weapon. Augments can be used across all vocations.

FIGHTER

Cost to change Vocation: 1,000 Discipline

Primary Weapons: Swords

Secondary Weapons: Shields

Basic vocation - A stout combatant with high Strength, Defenses, and Stamina

STARTING STATS

Health	450
Stamina	540
Attack	80
Magick Attack	60
Defense	80
Magick Defense	60

STAT GROWTH AT LEVEL UP

	HP	Stamina	Attack	Defense	Magick Attack	Magick Defense
Under Lv10	30	20	4	3	2	2
Lv10+	37	15	4	4	2	1
Lv100+	15	5	1	3	0	0

JOB POINT PROGRESSION

Rank	Total	For next rank
1	0	500
2	500	1,000
3	1,500	2,000
4	3,500	3,000
5	6,500	4,000

Rank	Total	For next rank
6	10,500	5,000
7	15,500	6,000
8	21,500	7,500
9	29,000	-

PLAYING AS A FIGHTER

Fighters offer a variety of defensive abilities that allow them to serve as a veritable "tank" for the party. This allows ranged classes to deal damage from a safe distance. Recruit a Pawn with a healing skill to keep you in the battle. Otherwise, be sure you have plenty of Curatives in your inventory. If you are a Mage and are supporting a Fighter, be sure to keep her or him healed as they can go down quickly when surrounded.

Fighters can use heavy armor, swords and shields, and learn abilities that are based on getting attention from enemies, surviving battle, and fighting at close range.



They possess a variety of deadly sword skills ranging from dashing attacks, which quickly close the gap on an enemy, to skills that allow them to skewer an enemy—pinning them in place while raining further blows upon them. They are slow, but make up for it with good attack power.

Don't neglect your shield skills as these not only provide great added defense, but also offensive abilities that are performed behind the safety of your shield. Shield Strike hits a foe with little damage, but it forces the target to drop their guard.

Springboard/Launchboard sends an ally high in the air—allowing you to strike at the flying enemies or land on the bigger guys. It can be nice to have a pawn with this ability. They can give you a boost to reach enemies such as the stubborn Griffins.



SKILLS

SWORD SKILLS

Skill	Rank	Cost	Description
Blink Strike	Start	-	Rushes the target and visits a powerful blow upon them.
Broad Cut	1	200	Cuts a broad swath with the blade while falling back to avoid attacks.
Skyward Lash	1	250	Looses a flurry of skyward slashes well-suited to bringing flying foes to the ground. Tap X/Square repeatedly.
Tusk Toss	2	400	Traces a grand skyward arc with the blade, sending lightweight foes into the air.
Burst Strike	3	600	An advanced form of Blink Strike honed to travel greater distances.
Flesh Skewer	3	800	Thrusts the blade into the target's body, pinning them in place while raining further blows upon them.
Broad Slash	4	1,000	An advanced form of Broad Cut. The path can be altered while executing the attack.
Heavenward Lash	4	1,300	An advanced form of Skyward Lash that appends still more slashes to the onslaught.
Hindsight Slash	4	1,300	Ducks backward afore charging in to deliver a slashing blow. Using it as an evasive maneuver increases its power.
Compass Slash	5	1,400	Spins with blade extended, drawing a deadly circle especially effective when surrounded. Employable while under attack.
Downthrust	5	1,400	Plants the blade into the earth at one's feet. Though its range is limited, the force behind the thrust is great.
Antler Toss	6	1,600	An advanced form of Tusk Toss able to lift even heavier foes aloft. It can strike foes multiple times midair.
Hindsight Sweep	6	1,800	An advanced form of Hindsight Slash that becomes even stronger as attacks are evaded.
Soul Skewer	6	1,800	An advanced form of Flesh Skewer that binds the target for longer while visiting more blows upon them.
Stone Will	6	2,000	Hardens the flesh, allowing the user to stand firm against all attacks and take less damage for a time. Tap X/Square repeatedly.
Downcrack	7	2,000	An advanced form of Downthrust that strikes twice. It is more powerful and broader in its reach.
Full Moon Slash	7	2,000	An advanced form of Compass Slash gifted with a broader reach and the ability to hit multiple times.
Steel Will	8	4,000	An advanced form of Stone Will that remains active for a longer period of time.
Dragon's Maw	9	7,500	An advanced form of Legion's Bite that extends across an even broader range.
Legion's Bite	9	5,000	Unleashes a swift, powerful and broadreaching onslaught employable even while under attack. Requires much stamina.

SHIELD SKILLS

Skill	Rank	Cost	Description
Shield Summons	Start	-	Raps the shield loudly to attract the attention of nearby foes.
Cymbal Attack	1	250	Unleashes a barrage of strikes using the shield. Tap X/Square repeatedly.
Shield Strike	1	200	Strikes a blow with the shield that causes little damage but forces the target to drop their guard.
Springboard	2	400	Launches allies into the air using the shield. A supporting technique for tandem moves.
Sheltered Spike	3	800	Unleashes a flurry of stabbing attacks while maintaining the user's guard from all quarters, save the rear. Press set button repeatedly.
Shield Drum	3	600	An advanced form of Shield Summons that carries further, drawing the ire of more distant enemies.
Cymbal Onslaught	4	1,300	An advanced form of Cymbal Attack that appends still more blows to the onslaught.
Shield Storm	4	1,000	An advanced form of Shield Strike that deploys more quickly, shrinking the user's window of vulnerability.
Launchboard	6	1,600	An advanced form of Springboard that launches allies to greater heights.
Perfect Defense	6	2,000	Guards against all manner of attacks, no matter the properties of the shield in use. Hold the assigned button to initiate, cancel with A/X.
Sheltered Assault	6	1,800	An advanced form of Sheltered Spike that appends still more strikes to the onslaught.
Divine Defense	8	4,000	An advanced form of Perfect Defense that greatly decreases Stamina usage.

AUGMENTS

Skill	Rank	Cost	Description
Fitness	2	700	Halves the Stamina consumed when you lift objects or grapple-hold opponents.
Vigilance	2	700	Increases your maximum HP by 100.
Egression	5	2,800	This allows for easier escapes—halves the button presses needed.
Sinew	5	2,800	Increases the weight that you can carry by 10kg.
Exhilaration	7	4,500	When health is critical, attack is increased by 1.5 times.
Prescience	7	4,500	Performing perfect blocks is easier—five more frames in which you can guard.
Vehemence	8	6,000	Strength is increased by 10%.

CORE SKILLS

Weapon	Skill	Rank	Cost	Description
Shield	Defend	Start	-	Use your shield to block an enemy's attack. Press Left Bumper/L1.
Shield	Deflect	3	1,400	An advanced form of Defend that deflects attacks back toward the assailant.
Sword	Empale	Start	-	Release a stabbing strike straight forward. Press Y/Triangle.
Sword	Onslaught	Start	-	Continuous attacks with one-hand sword. Press X/Square repeatedly.
Sword	Vault	Start	-	Executes a jump to a higher location. Press A/X.
Sword	Dire Onslaught	1	600	An advanced form of Onslaught that strengthens a chain of one-handed sword slashes.
Sword	Takedown	1	600	An advanced form of Empale that appends a tackle to a forceful jab.
Sword	Controlled Fall	3	1,200	Tucks the body into a tight roll when falling, mitigating harm. When knocked down, press A/X the moment you land.



STRIDER

Cost to change Vocation: 1,000 Discipline

Primary Weapons: Daggers

Secondary Weapons: Bows

Basic vocation - Master of the bow, this nimble warrior is able to dart about the battlefield.

STARTING STATS

Health	430
Stamina	540
Attack	70
Magic Attack	70
Defense	70
Magic Defense	70

STAT GROWTH AT LEVEL UP

	HP	Stamina	Attack	Defense	Magic Attack	Magic Defense
Under Lv10	25	25	3	3	3	2
Lv10+	25	25	3	3	3	2
Lv100+	5	15	1	1	1	1

JOB POINT PROGRESSION

Rank	Total	For next rank	Rank	Total	For next rank
1	0	500	6	10,500	5,000
2	500	1,000	7	15,500	6,000
3	1,500	2,000	8	21,500	7,500
4	3,500	3,000	9	29,000	-
5	6,500	4,000			

PLAYING AS A STRIDER

Wielding dual daggers and a bow, Striders deal damage with quick speed and deadly accuracy. Striders also have trap abilities and trick arrows that allow them to confuse and disorient enemies. They're good at fighting smart, like by clinging to enemies. They are able to grapple and climb large enemies longer than any other vocation.

They acquire almost all stats at an average rate, though their Stamina has the best growth of the three basic jobs. This makes them a well-rounded Fighter. Add in their ability to wield a bow and they become a great choice for your first vocation. Use of a bow makes them more effective outdoors.



Striders have the ability to pull enemies with their bow and then finish them off with quick dagger slashes. Take advantage as an enemy approaches to whittle down some health with your arrows.

Striders can use special arrows to add status effects to an enemy. Hit them with Petrify, Silence, Sleep, Blindness, Poison, or Doused with Oil to debilitate them. Blast arrows are also great for causing big damage.

They have great range as they gain abilities to rain arrows on a distant foe. This allows you to eliminate weaker enemies before they ever reach the party. Bow skills such as Threefold Arrow, fire multiple arrows at a time causing even more damage to a specific spot.

Despite their proficiency with a bow, you need to get yourself some dagger skills. That way you can finish the enemy off after pelting it with arrows. Biting Wind is a great ability for catching up with speedier enemies, such as wolves. Pilfer is also nice to have, so that you can steal items from unsuspecting enemies.



SKILLS

DAGGER SKILLS

Skill	Rank	Cost	Description
Scarlet Kisses	Start	-	Concentrates a flurry of slashes on a single point, easily shredding foes with meager endurance. Use assigned button, then continue to tap that button repeatedly.
Biting Wind	1	200	Dashes past the target with blades extended, delivering slashes that can be followed with further attacks on contact. Follow up attack with more presses of assigned button to continue attack.
Ensnare	3	900	Traps lightweight foes in a net, drawing them close before knocking them down with a fierce blow.
Helm Splitter	3	900	Dives through the air while spinning, blades extended. Especially effective when performed from high places.
Toss and Trigger	3	700	Steps in and strikes, sending the target aloft. An additional command then detonates a store of powder. Press assigned button again after attack.
Cutting Wind	4	900	An advanced form of Biting Wind that appends still more strikes to the onslaught.
Dazzle Hold	4	900	Casts a firework explosive into the fray that stuns nearby foes.
Reset	4	900	Returns the user to a neutral stance, eliminating opening caused by other actions.
Sprint	4	1,100	Leans in and dashes forward with blades drawn, ready to perform further feats with additional commands. After initial attack, press X/Square to stop, Y/Triangle to slide, and A/X to jump.
Advanced Trigger	5	1,200	An advanced form of Toss and Trigger that both strengthens the upward slash and broadens the subsequent blast.
Implicate	6	2,000	An advanced form of Ensnare with a broadened range capable of capturing a greater number of targets.
Mad Dash	6	2,000	An advanced form of Sprint that reduces stamina consumption and extends the duration of the run.
Pilfer	6	2,000	Steals items from foes caught unawares. Especially effective against foes who are sleeping, blinded, or being held by allies.
Skull Splitter	6	2,000	An advanced form of Helm Splitter that employs a faster spin to deliver a greater number of slashes.
Dazzle Blast	7	2,000	An advanced form of Dazzle Hold crafted to impact a broader radius.
Hundred Kisses	7	2,000	An advanced form of Scarlet Kisses that quickens the flurry, allowing for more strikes.
Instant Reset	7	2,000	An advanced form of Reset employable even while under attack, allowing for an immediate response.
Master Thief	8	3,500	An advanced form of Pilfer that lets the user steal two items at once and increases the chances of finding rare items.
Stepping Stone	8	3,500	Leaps forward in a flying kick, then uses the target as a foothold to jump still higher.
Leaping Stone	9	5,000	An advanced form of Stepping Stone that extends the height and range of the leap.

CORE SKILLS

Weapon	Skill	Rank	Cost	Description
Bow	Loose	Start	-	Fires equipped bow. Can execute while moving. Hold Left Bumper/L1 and press Right Trigger/R2.
Bow	Quick-Loose	2	600	An advanced form of a Loose that requires less time to nock the next arrow.
Daggers	Carve	Start	-	Continuous attacks with a dagger. Press X/Square repeatedly.
Daggers	Two-Step	Start	-	A two-level stabbing strike straight forward. Press Y/Triangle.
Daggers	Vault	Start	-	Executes a jump to a higher location. Press A/X.
Daggers	Engrave	1	800	An advanced form of a Carve that includes kicks after a flurry of dagger blows to strike at a broader range.
Daggers	Roundelay	1	600	An advanced form of Two-Step that appends a whirling slash to victims.
Daggers	Double Vault	5	1,800	An advanced form of Vault that kicks at the air to propel the user in a second leap.
Daggers	Forward Roll	5	2,200	Curls forward into a tumble effective as an evasive maneuver. Hold Right Bumper and press X/A.

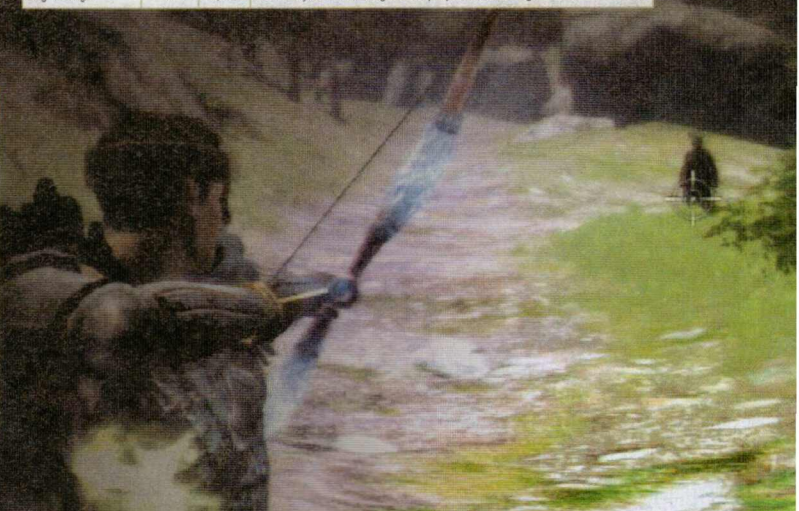
BOW SKILLS

Hold the assigned button to ready, then press Right Trigger/R2 to fire.

Skill	Rank	Cost	Description
Threefold Arrow	Start	-	Fires three arrows in rapid succession.
Cloudburst Volley	1	250	Sends a wall of arrows skyward to rain down on a broad area. Adjust viewing angle with the right stick.
Triad Shot	1	200	Fires three arrows in a wedge pattern.
Full Bend	3	700	Draws the bow with all the user's might, then looses a shot straight ahead.
Downpour Volley	4	1,100	An advanced form of Cloudburst Volley that expands the area of the attack.
Pentad Shot	4	900	An advanced form of Triad Shot that fires five arrows instead of three.
Mighty Bend	5	1,200	An advanced form of Full Bend that requires less time to nock the arrow, enabling faster successive firing.
Splinter Dart	6	2,000	Sparks an explosive arrow in mid-air, propelling smaller missiles across a broad radius. It explodes the instant you release.
Fifefold Flurry	7	2,000	An advanced form of Threefold Arrow that fires five arrows in rapid succession.
Fracture Dart	8	3,500	An advanced form of Splinter Dart that scatters shot across a wider area.
Whistle Dart	8	3,500	Looses an arrow that produces a piercing screech, halting foes for a moment's time.
Shriek Dart	9	5,000	An advanced form of Whistle Dart that emits a louder cry to stun still more enemies.

AUGMENTS

Skill	Rank	Cost	Description
Dexterity	2	700	Enables you to clamber up cliffs and other terrain more quickly.
Endurance	2	700	Increases your maximum stamina by 100.
Damping	3	1,300	Decreases recoil after firing your bow.
Eminence	5	2,200	Jumping attacks are more powerful—1.3 times the power.
Grit	5	2,200	Halves the recovery time when you run out of Stamina.
Arm-Strength	7	4,500	Halves the Stamina consumed when you cling to objects or climb terrain.
Leg-Strength	9	7,000	Renders you one rank lighter for purposes of moving.



MAGE

Cost to change Vocation: 1,000 Discipline

Primary Weapons: Staves

Secondary Weapons: None

Basic vocation - A conjurer of magick whose spells' strength is tied to incantation length.

STARTING STATS

Health	410
Stamina	540
Attack	60
Magic Attack	80
Defense	60
Magic Defense	80

STAT GROWTH AT LEVEL UP

	HP	Stamina	Attack	Defense	Magic Attack	Magic Defense
Under Lv10	22	20	2	3	4	3
Lv10+	21	10	2	1	4	4
Lv100+	10	10	0	0	2	2

JOB POINT PROGRESSION

Rank	Total	For next rank
1	0	500
2	500	1,000
3	1,500	2,000
4	3,500	3,000
5	6,500	4,000

Rank	Total	For next rank
6	10,500	5,000
7	15,500	6,000
8	21,500	7,500
9	29,000	-

PLAYING AS A MAGE

Masters of elemental magicks, Mages rain down fire on their enemies while keeping their party alive with their restorative magickal abilities. The strength of their spells are directly related to length of incanting.

Since Mages are the only ones who can cast Anodyne and Halidom, they may be the most important job to have in your party. If you decide to go with more firepower and not take a Mage, be sure you carry plenty of curatives.

Mages Health and Defense lag behind other jobs and Staves generally have poor attack power, so try to stay out of the heat of battle and cast spells from a safe distance. They make up for the lack of Health and Defense with quick growth in Magick and Magick Defense.



Versed in the five forms of magick, mages are capable of striking at powerful enemies' weak points. If you know the enemies that you will face, note any weakness and take along the appropriate spells. In general, fire spells are quite effective.

Mages can use their mastery of elemental magick to enchant their companions' weapons, allowing the party to exploit the elemental weaknesses of enemies. Instead of having one character casting elemental spells, you can have everyone exploiting this weakness.



SKILLS

STAFF SKILLS

Hold the assigned button to incant, release it to deploy. Use the left stick to position the spell and the right stick to look around. Keep the assigned button held longer for a stronger spell.

Skill	Rank	Cost	Description
Anodyne	Start	-	Invokes a magickal sigil which recovers the Health of those who enter.
Ingle	Start	-	Looses a ball of fire that explodes upon contact, engulfing both the target and surrounding foes.
Fire Boon	1	200	Launches a bolt of magick that enchants an ally's weapon with fire.
Frazil	1	200	Creates a concentrated field of cold in front of the user that freezes solid whatever enemies it visits.
Ice Boon	1	200	Launches a bolt of magick that enchants an ally's weapon with ice.
Levin	1	200	Smites the enemy from above with tongues of lightning. Especially effective at driving foes out of hiding.
Thunder Boon	1	200	Launches a bolt of magick that enchants an ally's weapon with Thunder.
Dark Boon	3	500	Launches a bolt of magick that enchants an ally's weapon with Darkness.
Halidom	3	800	Invokes a magickal sigil which clears the following from those who enter: Poison, Torpor, Silence, Burns, and Frostbite.
High Frazil	3	700	An advanced form of Frazil that expands the area of effect.
High Ingle	3	700	An advanced form of Ingle that increases the number of projectiles.
High Levin	3	700	An advanced form of Levin that generates more lightning.
Holy Boon	3	500	Launches a bolt of magick that enchants an ally's weapon with Holy light.
Blearring	4	1,000	Invokes a magickal sigil around the user that Blinds foes who enter.
Silentium	4	1,000	Invokes a magickal sigil around the user that Silences foes who enter.
Brontide	5	1,400	Wraps the user's body in a whip-like bolt of lightning capable of damaging foes. Attack with lightning with X/Square and Y/Triangle. Press A/X to stop.
Comestion	5	1,400	Generates a towering wall of flame; though only modest in power, it ignites adversaries with ease.
Frigor	5	1,400	Generates a giant chunk of ice that can serve as a stepping stone.
Grapnel	5	1,800	Fires a magickal anchor that can bind a foe for a time.
Dark Affinity	6	1,200	An advanced form of Dark Boon that extends and amplifies the enchantment, as well as the recipient's Magick.

Skill	Rank	Cost	Description
Fire Affinity	6	1,200	An advanced form of Fire Boon that extends and amplifies the enchantment, as well as the recipient's Magick.
High Blearring	6	1,400	An advanced form of Blearring whose sigil is larger and persists for a longer period of time.
High Silentium	6	1,400	An advanced form of Silentium whose sigil is larger and persists for a longer period of time.
Holy Affinity	6	1,200	An advanced form of Holy Boon that extends and amplifies the enchantment, as well as the recipient's Magick.
Ice Affinity	6	1,200	An advanced form of Ice Boon that extends and amplifies the enchantment, as well as the recipient's Magick.
Thunder Affinity	6	1,200	An advanced form of Thunder Boon that extends and amplifies the enchantment, as well as the recipient's Magick.
High Anodyne	7	2,800	An advanced form of Anodyne whose sigil is larger, persists for a longer period of time, and recovers more Health.
High Brontide	7	1,800	An advanced form of Brontide that endures for a longer period of time and drops lightning where it lands.
High Comestion	7	1,800	An advanced form of Comestion that expands the wall of flame.
High Frigor	7	1,800	An advanced form of Frigor that generates additional chunks of ice.
High Halidom	7	2,800	An advanced form of Halidom whose sigil persists for a longer period of time and cures a wider variety of debilitations.
High Grapnel	8	5,000	An advanced form of Grapnel that binds even large foes for a longer period of time.
Spellscreen	8	5,000	Invokes a magickal sigil around the user that enhances attributes. The user may move while the sigil is active.
High Spellscreen	9	7,000	An advanced form of Spellscreen that enhances the user's attributes for a longer duration.

CORE SKILLS

Weapon	Skill	Rank	Cost	Description
Staff	Feather Jump	Start	-	A light jump. More effective when grabbing to platforms or rocks. Press X/A.
Staff	Magick Billow	Start	-	Swing your staff downward to stagger the enemy. Follow-up attacks can send the enemy to the ground. Press Y/Triangle and again for follow-up.
Staff	Magick Bolt	Start	-	Launches a magick bolt from your staff. Press repeatedly for additional effect. Can add elemental effect via enchantments. Press X/Square Repeatedly.
Staff	Levitate	2	600	An advanced form of Feather Jump that mitigates gravity's pull, enabling a gentle landing even from great heights. Hold X/A in mid-jump.
Staff	Focused Bolt	6	3,000	An advanced form of Magick Bolt. Focuses the user's active enchantment into a powerful burst that can be fired from the ground or air.
Staff	Magick Agent	6	3,000	An advanced form of Magick Billow. Conjures spheres of magickal energy around the user to attack encroaching foes. Also employable from mid-air.

AUGMENTS

Skill	Rank	Cost	Description
Equanimity	2	700	While your health is critical, Magick is amplified by 1.5 times.
Intervention	2	700	Damage is reduced by 15% when you are debilitated by the Five Archmagicks.
Apotropaim	4	1,800	Magick Defenses is increased by 30.
Beatitude	4	1,800	Healing magic (Halidom, Anodyne, Jewel of Health) lasts 1.5 times longer.
Perpetuation	7	3,500	Enchantments last 1.3 times longer.
Attunement	9	7,000	Magick attack is increased by 10%.
Inflection	9	7,000	Halves the damage taken while preparing spells.



Advanced Vocations

When you hit level 10, three new vocations become available—Warrior, Ranger, and Sorcerer. These are advanced versions of the original three vocations.

WARRIOR

Cost to change Vocation: 1,000 Discipline

Primary Weapons: Longswords, Warhammers

Secondary Weapons: None

Advanced vocation - A Fighter especially skilled at melee combat, and who is unafraid of death.

STAT GROWTH AT LEVEL UP

	HP	Stamina	Attack	Defense	Magic Attack	Magic Defense
Lv10+	40	10	5	3	2	1
Lv100+	15	5	2	2	0	0

JOB POINT PROGRESSION

Rank	Total	For next rank	Rank	Total	For next rank
1	0	500	6	11,800	6,500
2	500	1,000	7	18,300	8,300
3	1500	2,000	8	26,600	11,000
4	3500	3,500	9	37,600	-
5	7000	4,800			

PLAYING AS A WARRIOR

The Warrior is an advanced version of the Fighter as they are deadlier with better defense. With two-handed weapons as their only choice, they are all about causing big damage. They can slice through groups of enemies with ease.

They have a slightly better Attack and Health stat growth than the fighter. It is the highest out of all the vocations. This allows them to absorb more of the damage. Because they are so naturally resistant against stagger and knockback effects, they are put to excellent use in plans that require a brute force push.



They don't have a lot of skills to choose from, but what they do have is very powerful. Upward Strike sends lighter foes into the air, making them vulnerable to another attack. Arc of might delivers the ultimate blow, but leaves the user open for attack while preparing.

Use Battle Cry to draw the attention of nearby enemies with a roar. This is a great for diverting their attention from weaker casters or to get flying enemies back down to the ground.

Though the Warrior is not the quickest in the group, they do have an evasive maneuver. Escape Slash allows you to step backward to avoid an incoming attack and then deliver a slashing blow.



SKILLS

LONGSWORD/WARHAMMER SKILLS

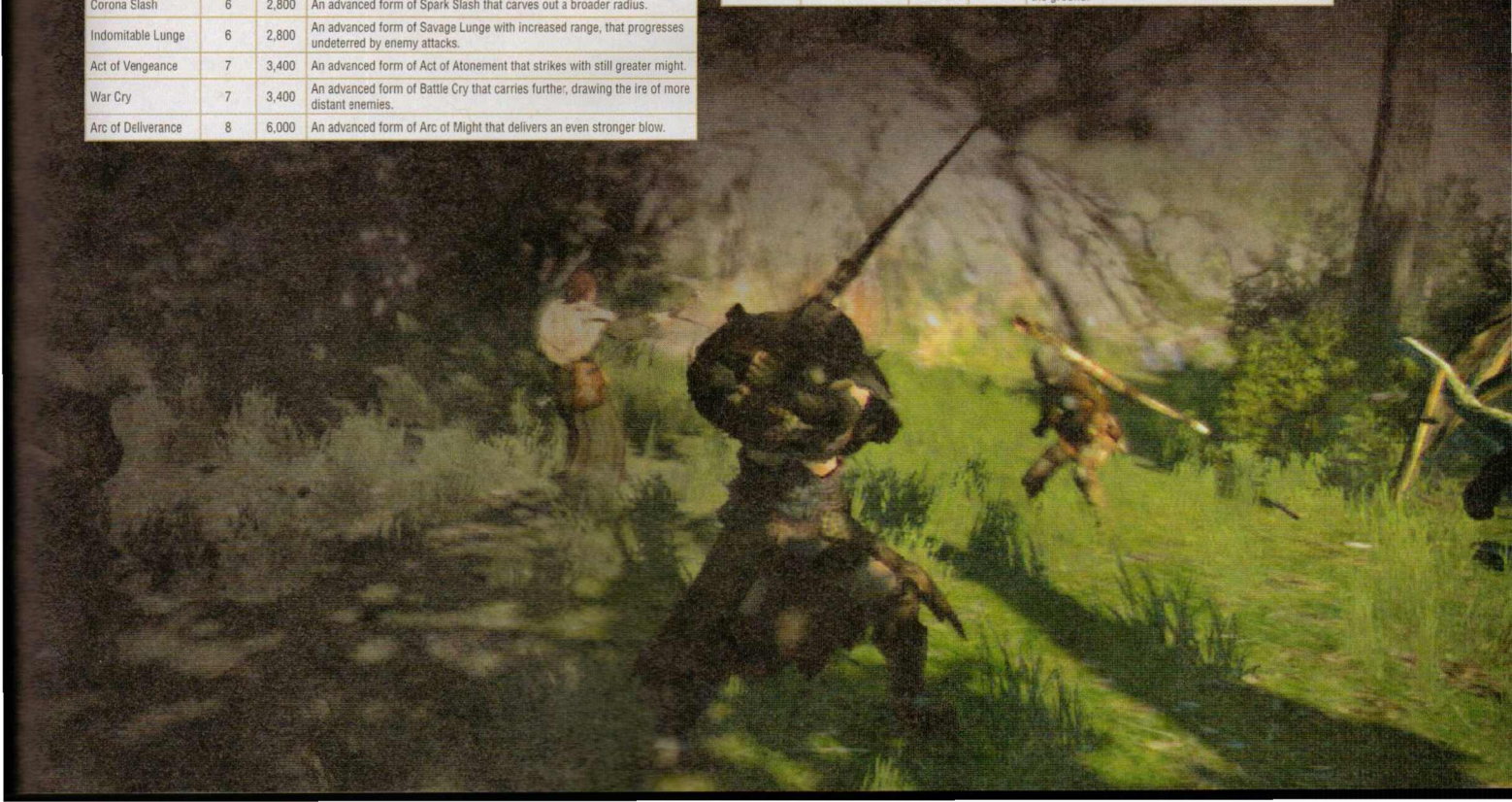
Skill	Rank	Cost	Description
Savage Lash	Start	-	Channels the user's strength into a devastating hit that grows in power with the amount of time spent preparing.
Pommel Strike	1	300	Lunges in while driving the hilt of the blade into the target. Though limited in range, it easily stuns foes.
Upward Strike	1	300	Stabs foes then fiercely slashes upward. Can send foes flying high into the air.
Escape Slash	2	650	Steps backward in a swift evasive maneuver while delivering a slashing blow.
Ladder Elade	2	650	Offers the flat of the blade to allies as a platform to propel them aloft.
Indomitable Lash	3	900	An advanced form of Savage Lash able to withstand enemy attacks while charging to even higher levels of power.
Savage Lunge	3	900	Charges forward with the blade extended, knocking down any caught in its path.
Pommel Bash	4	1,500	An advanced form of Pommel Strike capable of causing even powerful enemies to reel.
Spark Slash	4	1,500	Spins the blade in a swift circle, slashing at foes all around the user.
Whirlwind Slash	4	1,500	An advanced form of Upward Strike gifted with greater force, sending foes even higher into the air.
Act of Atonement	5	2,000	Damage taken while not defending is stored, lending power to a devastating counterattack. The power of the counterstrike will increase based on the damage taken.
Battle Cry	5	2,000	Pierces the air with a roar that draws nearby enemies' attention.
Catapult Blade	5	2,000	An advanced form of Ladder Blade that flings allies to greater heights.
Exodus Slash	5	2,000	An advanced form of Escape Slash that renders the user invulnerable for longer and allows for extra attack blows.
Arc of Might	6	2,800	Channels a vast amount of strength into the ultimate blow. Requires the protection of one's allies while preparing.
Corona Slash	6	2,800	An advanced form of Spark Slash that carves out a broader radius.
Indomitable Lunge	6	2,800	An advanced form of Savage Lunge with increased range, that progresses undeterred by enemy attacks.
Act of Vengeance	7	3,400	An advanced form of Act of Atonement that strikes with still greater might.
War Cry	7	3,400	An advanced form of Battle Cry that carries further, drawing the ire of more distant enemies.
Arc of Deliverance	8	6,000	An advanced form of Arc of Might that delivers an even stronger blow.

AUGMENTS

Skill	Rank	Cost	Description
Bastion	1	900	Increases Defenses by 50.
Ferocity	3	1,300	Increases damage dealt from your Core Skills by 1.1 times.
Audacity	7	4,500	Makes you harder to knock off your feet while charging an attack—reduces knockback and stagger accumulation by 15%.
Temerity	7	4,500	Halves the damage taken while charging an attack.
Impact	8	8,000	Improves your ability to knock down opponents.
Clout	9	10,000	Increases Strength by 20%.
Proficiency	9	10,000	Reduces the Stamina consumed when you perform a physical weapon-skill by 25%.

CORE SKILLS

Weapon	Skill	Rank	Cost	Description
Longsword/Warhammer	Hack	Start	-	Consecutive slashes with the sword. Press X/Square, pause a moment, then tap X/Square repeatedly.
Longsword/Warhammer	Transfix	Start	-	A stabbing strike straight forward. Press Y/Triangle.
Longsword/Warhammer	Vault	Start	-	Executes a jump to a higher location. Press A/X.
Longsword/Warhammer	Devastate	1	800	An advanced form of Hack that extends a chain of one-handed sword slashes across a broader range.
Longsword/Warhammer	Viscerate	1	600	An advanced form of Transfix that withdraws the blade with a sweep after stabbing the target.
Longsword/Warhammer	Controlled Fall	2	900	Tucks the body into a tight roll when falling, mitigating harm. After being knocked down, press A/X as you hit the ground.



Advanced Vocations

RANGER

Cost to change Vocation: 1,000 Discipline

Primary Weapons: Daggers

Secondary Weapons: Longbows

Advanced vocation - A Strider whose exceptional bow skills make them a threat from afar.

STAT GROWTH AT LEVEL UP

	HP	Stamina	Attack	Defense	Magic Attack	Magic Defense
Lv10+	21	30	4	2	3	2
Lv100+	5	15	2	1	0	1

JOB POINT PROGRESSION

Rank	Total	For next rank
1	0	500
2	500	1,000
3	1,500	2,000
4	3,500	3,150
5	6,650	4,500

Rank	Total	For next rank
6	11,150	6,000
7	17,150	7,500
8	24,650	9,500
9	34,150	-

PLAYING AS A RANGER

No class is deadlier from afar than the Ranger. Equipped with a massive longbow, Rangers deliver punishing arrows from a distance, taking out enemies before they're able to come near. Thanks to their dual daggers, Rangers also make capable opponents up close.

They are expert snipers that rain down attacks from outside the enemies' detection radius and keep them pinned down with arrow fire. Longer and deadlier bow skills culminate in the Gamble Draw, which exhausts all of a user's Stamina into a seeking shot that can be steered for a time.



Rangers have the highest Stamina stat growth out of all the vocations. This allows them to dart in and out of a fight with ease. Otherwise, stats build at an average rate.

Grab Tenfold Flurry as soon as you can. It launches ten arrows in succession making it great for causing big damage to a specific spot, such as a Cyclops's eye. Add a Fire enhancement to these arrows to make them even more deadly.



SKILLS

DAGGER SKILLS

Skill	Rank	Cost	Description
Scarlet Kisses	Start	-	Concentrates a flurry of slashes on a single point, easily shredding foes with meager endurance. Use assigned button, then continue to tap that button repeatedly.
Biting Wind	1	200	Dashes past the target with blades extended, delivering slashes that can be followed with further attacks on contact. Follow up attack with more presses of assigned button to continue attack.
Toss and Trigger	3	700	Steps in and strikes, sending the target aloft. An additional command then detonates a store of powder. Press assigned button again after attack.
Cutting Wind	4	900	An advanced form of Biting Wind that appends still more strikes to the onslaught.
Dazzle Hold	4	900	Casts a firework explosive into the fray that stuns nearby foes.
Reset	4	900	Returns the user to a neutral stance, eliminating openings caused by other actions.
Advanced Trigger	5	1,200	An advanced form of Toss and Trigger that both strengthens the upward slash and broadens the subsequent blast.
Dazzle Blast	7	2,000	An advanced form of Dazzle Hold crafted to impact a broader radius.
Hundred Kisses	7	2,000	An advanced form of Scarlet Kisses that quickens the flurry, allowing for more strikes.
Instant Reset	7	2,000	An advanced form of Reset employable even while under attack, allowing for an immediate response.

CORE SKILLS

Weapon	Skill	Rank	Cost	Description
Daggers	Carve	Start	-	Continuous attacks with a dagger. Press X/Square repeatedly.
Daggers	Two-Step	Start	-	A two-level stabbing strike straight forward. Press Y/Triangle.
Daggers	Vault	Start	-	Executes a jump to a higher location. Press A/X.
Daggers	Engrave	1	800	An advanced form of Carve that includes kicks after a flurry of dagger blows to strike at a broader range. Press X, pause a moment, then tap X repeatedly.
Daggers	Roundelay	1	600	An advanced form of Two-Step that appends a whirling slash to victims. Hold Y/Triangle.
Daggers	Double Vault	5	1,600	An advanced form of a base skill that kicks at the air to propel the user in a second leap. Press A in mid-jump.
Daggers	Forward Roll	5	2,200	Curls forward into a tumble effective as an evasive maneuver. Hold Right Bumper/R1 and press A/X.
Longbow	Loose	Start	-	Fires equipped bow. Can execute while moving. Hold Left Bumper/L1 and press Right Trigger/R2.
Longbow	Quick-Loose	2	600	An advanced form of Loose that requires less time to nock the next arrow.

LONGBOW SKILLS

Skill	Rank	Cost	Description
Dire Arrow	Start	-	Focuses the user's gathered strength into a single, devastating shot that grows in power as it is charged.
Heptad Shot	1	300	Looses six arrows along a broad sweep.
Deathly Arrow	3	800	An advanced form of a Dire Arrow that increases the attack power with the amount of time spent preparing.
Foot Binder	3	800	Pins the target to the nearest wall for a time with a well-placed arrow. Quite effective in cramped quarters.
Sixfold Arrow	3	800	Fires six arrows in rapid succession.
Meteor Shot	4	1,250	Looses an exceptionally fast arrow, so that one may strike before foes notice. Requires considerable Stamina.
Ten-Tail Shot	4	1,250	An advanced form of Heptad Shot that fires ten arrows instead of seven.
Body Binder	5	1,700	An advanced form of Foot Binder that binds the target for a longer period of time.
Flying Din	5	1,700	Fires an arrow that produces a deafening blare on impact, stunning the target though it deals nearly no damages.
Tenfold Flurry	5	1,700	An advanced form of Sixfold Arrow that fires ten arrows instead of six.
Whirling Arrow	6	2,500	Looses a spinning arrow that delivers a barrage of hits to an area. Especially effective with Poison or Oil Arrows.
Comet Shot	7	3,300	An advanced form of Meteor Shot that lets the user adjust the arrow's range, making it easier to strike faraway foes.
Fearful Din	7	3,300	An advanced form of Flying Din that produces an even louder noise.
Invasive Arrow	7	3,300	Looses an arrow that deals paltry damage, but delivers a toxin to weaken the Defenses of whatever body part it hits.
Spiral Arrow	8	4,500	An advanced form of Whirling Arrow that appends still more strikes to the barrage.
Crippling Arrow	9	6,000	An advanced form of Invasive Arrow that weakens the target area for a longer period of time.
Gamble Draw	9	6,500	Exhausts the entirety of the user's Stamina to fire a seeking shot which the user may steer for a time.
Great Gamble	9	9,000	An advanced form of Gamble Draw that boasts still greater power and can be steered for a greater length of time.

AUGMENTS

Skill	Rank	Cost	Description
Longevity	2	700	Increases your maximum HP by 100.
Radiance	2	700	Causes your lantern to illuminate an area that is 1.2 times wider.
Efficacy	6	3,500	The effect of Health and Stamina restoration items on the user is increased by 1.2 times.
Morbidity	6	3,500	Increases cumulative damage to foes you debilitate with non-Archmagick attacks by 1.3 times.
Trajectory	6	3,500	Causes your arrows to fly 1.3 times further.
Precision	8	7,000	Keeps your arrows from flying off mark when you loose them whilst in motion.
Stability	8	7,000	Prevents mighty winds from hampering your mobility.



Advanced Vocations

SORCERER

Cost to change Vocation: 1,000 Discipline

Primary Weapons: Archistaves

Secondary Weapons: None

Advanced vocation - A Mage adept at all forms of magick, including punishing, offensive spells.

STAT GROWTH AT LEVEL UP

	HP	Stamina	Attack	Defense	Magic Attack	Magic Defense
Lv10+	16	15	2	1	5	5
Lv100+	10	10	0	0	3	1

JOB POINT PROGRESSION

Rank	Total	For next rank
1	0	600
2	600	1,500
3	2,100	2,700
4	4,800	4,000
5	8,800	5,400

Rank	Total	For next rank
6	14,200	7,000
7	21,200	9,000
8	30,200	12,000
9	42,200	-

PLAYING AS A SORCERER

The advanced form of Mages, Sorcerers wield a vast variety of spells. Their enchantments may take a bit longer to perform, but the sheer amount of damage these spells deal is worth the wait.

They don't have healing spells like the Mage, but they do learn Voidspell, which casts a magickal sigil that strips debilitations from those who enter. If you have replaced your Mage with a Sorcerer, be sure to carry plenty of health restoring curatives.



Their Magick Attack and Magick Defense stat growth is by far the highest of all the vocations. Their Health stat growth is very low, though, so be careful about letting them take damage. This is where a Fighter or Warrior can really help out, by grabbing the attention of foes.

The best thing about Sorcerers is their powerful, elemental magick, such as High Seism, High Maelstrom, High Fulmination, High Gicel, and High Bolide. These take a good amount of time to incant, but they are well worth the wait.

Sorcerers also have the ability to enchant the weapons of their allies. Take advantage in tougher battles where an enemy has a definite weakness.

Sorcerers get an augment at level 2 called Suasion that increases the sell price of items by 1.15. Enable this before dumping extra items and equipment to give a nice boost to your gold supply.



SKILLS

ARCHISTAFF SKILLS

Skill	Rank	Cost	Description
Ingle	Start	-	Looses a ball of fire that explodes upon contact, engulfing both the target and surrounding foes.
Miasma	Start	-	Transmutes the land into a putrid bog that poisons foes who tread upon it.
Fire Boon	1	200	Launches a bolt of magick that enchants an ally's weapon with fire.
Frazil	1	200	Creates a concentrated field of cold in front of the user that freezes solid whatever enemies it visits.
Ice Boon	1	200	Launches a bolt of magick that enchants an ally's weapon with ice.
Levin	1	200	Smites the enemy from above with tongues of lightning. Especially effective at driving foes out of hiding.
Thunder Boon	1	200	Launches a bolt of magick that enchants an ally's weapon with thunder.
Dark Boon	3	500	Launches a bolt of magick that enchants an ally's weapon with darkness.
High Frazil	3	700	An advanced form of Frazil that expands the field of cold.
High Ingle	3	700	An advanced form of Ingle that increases the number of projectiles.
High Levin	3	700	An advanced form of Levin that generates more lightning.
High Miasma	3	1,300	An advanced form of Miasma that expands the effective size of the bog and endures for a longer period of time.
Holy Boon	3	500	Launches a bolt of magick that enchants an ally's weapon with holy light.
Lassitude	3	1,300	Invokes a magickal sigil at a designated location that inflicts torpor upon foes who enter.
Blearring	4	1,000	Invokes a magickal sigil around the user that blinds foes who enter.
Necromancy	4	1,800	Summons the souls of the departed to surround the user, assisting with attack and defense for a time.
Silentium	4	1,000	Invokes a magickal sigil around the user that silences foes who enter.
Voidspell	4	1,800	Invokes a magickal sigil around the user that strips debilitations from all allies who enter.
Brontide	5	1,400	Wraps the user's body in a whip-like bolt of lightning capable of damaging foes. Attack with lightning with X/Square and Y/Triangle. Press A/X to stop.
Comestion	5	1,400	Generates a towering wall of flame; though only modest in power, it ignites adversaries with ease.
Exequy	5	2,600	Invokes a magickal sigil capable of destroying outright any foe held within its span for a set length of time.
Frigor	5	1,400	Generates a giant chunk of ice that can serve as a stepping stone.
High Lassitude	5	2,600	An advanced form of Lassitude whose sigil is larger and persists for a longer period of time.
Petrifaction	5	2,600	Invokes a magickal sigil that turns foes who enter it to stone.
Bolide	6	3,000	Calls meteors down from the heavens to land around the user. The user may move immediately after invocation.
Dark Affinity	6	1,200	An advanced form of Dark Boon that extends and amplifies the enchantment, as well as the recipient's Magick.
Fire Affinity	6	1,200	An advanced form of Fire Boon that extends and amplifies the enchantment, as well as the recipient's Magick.

Skill	Rank	Cost	Description
Fulmination	6	3,000	Bestows the user with lightning, enabling them to electrify foes nearby and add a bit of spark to the rest of the party. X/Square and Y/Triangle perform thunder whips. Press A/X to stop.
Gicel	6	3,000	Conjures lances of ice, then propels them forward.
High Blearring	6	1,400	An advanced form of Blearring whose sigil is larger and persists for a longer period of time.
High Necromancy	6	3,000	An advanced form of Necromancy that calls forth a larger host of spirits.
High Silentium	6	1,400	An advanced form of Silentium whose sigil is larger and persists for a longer period of time.
High Voidspell	6	3,000	An advanced form of Voidspell possessed of a broader radius than its predecessor.
Holy Affinity	6	1,200	An advanced form of Holy Boon that extends and amplifies the enchantment, as well as the recipient's Magick.
Ice Affinity	6	1,200	An advanced form of Ice Boon that extends and amplifies the enchantment, as well as the recipient's Magick.
Thunder Affinity	6	1,200	An advanced form of Thunder Boon that extends and amplifies the enchantment, as well as the recipient's Magick.
High Brontide	7	1,800	An advanced form of Brontide that endures for a longer period of time and drops lightning where it lands.
High Comestion	7	1,800	An advanced form of Comestion that expands the wall of flame.
High Frigor	7	1,800	An advanced form of Frigor that generates additional chunks of ice.
Maelstrom	7	4,800	Summons a whirlwind to wreak havoc upon any foes caught in its path.
Seism	7	4,800	Shakes the earth, causing a stony prominence to erupt forth, stunning and damaging foes in a broad radius.
High Bolide	8	5,000	An advanced form of Bolide that calls down a greater number of meteors.
High Exequy	8	5,000	An advanced form of Exequy that endures for a longer period of time.
High Fulmination	8	5,000	An advanced form of Fulmination with an extended period of effect.
High Gicel	8	5,000	An advanced form of Gicel that conjures a greater number of lances.
High Petrifaction	8	5,000	An advanced form of Petrifaction that extends the effective range of the sigil and persists for a longer period of time.
High Maelstrom	9	8,500	An advanced form of Maelstrom that endures for a longer period of time and boasts an extended range.
High Seism	9	8,500	An advanced form of Seism that summons a greater number of stone prominences.

CORE SKILLS

Weapon	Skill	Rank	Cost	Description
Archistaff	Feather Jump	Start	-	A light jump. More effective when grabbing to platforms or rocks. Press A/X.
Archistaff	Magick Billow	Start	-	Swing your staff downward to stagger the enemy. Follow-up attacks can send the enemy to the ground. Press Y/Triangle.
Archistaff	Magick Bolt	Start	-	Launches a magick bolt from your staff. Press repeatedly for additional effect. Can add elemental effect via enchantments. Press X/Square repeatedly.
Archistaff	Levitate	2	600	An advanced form of Feather Jump that mitigates gravity's pull, enabling a gentle landing even from great heights. Hold A mid-jump.
Archistaff	Focused Bolt	6	3,000	An advanced version of Magick Bolt. Focuses the user's active enchantment into a powerful burst that can be fired from the ground or air. Hold X/Square, release to deploy.
Archistaff	Magick Agent	6	3,000	An advanced version of Magick Billow. Conjures spheres of magickal energy around the user to attack encroaching foes. Also employable from mid-air. Hold Y/Triangle, release to activate.

AUGMENTS

Skill	Rank	Cost	Description
Awareness	1	1,200	Increases Magick Defenses by 50.
Emphasis	2	1,200	Increases the ability to knock down an enemy with spells that cause it.
Suasion	2	1,200	Enables you to negotiate higher prices for items and equipment you sell. Items are sold for 1.15 times the sell price.
Conservation	7	6,000	Reduces the Stamina consumed when you perform a magick weapon-skill by 15%.
Gravitas	7	6,000	Makes it difficult for foes to knock you off your feet while you prepare spells.
Acuity	9	9,000	Increases Magick Attack by 10%.
Articulary	9	9,000	Shortens all spell casting time by 15%.

Hybrid Vocation

The final three Vocations also become available at Level 10. Rental pawns are not able to learn these jobs. Different vocations are mixed together to create Mystic Knight, Assassin, and Magick Archer.

MYSTIC KNIGHT

Cost to change Vocation: 1,500 Discipline

Primary Weapons: Swords, Maces, Staves

Secondary Weapons: Magick Shields

Hybrid vocation - A versatile warrior who can also assist with enchantments and support skills.

STAT GROWTH AT LEVEL UP

	HP	Stamina	Attack	Defense	Magic Attack	Magic Defense
Lv10+	30	20	2	3	3	3
Lv100+	15	5	1	1	1	1

JOB POINT PROGRESSION

Rank	Total	For next rank
1	0	800
2	800	1,800
3	2,600	3,000
4	5,600	4,600
5	10,200	6,400

Rank	Total	For next rank
6	16,600	8,500
7	25,100	11,000
8	36,100	14,500
9	50,600	-

PLAYING AS A MYSTIC KNIGHT

A hybrid of Fighters and Striders, Mystic Knights are able to support the team by casting enchantments on their teammates and themselves. They can also cast Fire, Water, and Lightning elemental attacks from their staff or magick shield.

Their stats grow at an average rate. Though they are similar in this matter to the Strider, their Health and Defense-type stat growth is higher. Strength builds at a relatively slow pace, but that is okay if you have switched over from Fighter or Warrior. That way you already have a nice base.

Their true power comes out when equipped with a mace and magick shield. They are the only class who can use maces, which have high, bludgeoning attack power. Since these skills work for swords and maces, you can tailor attacks toward an enemy's physical weakness.

Magick Shields can be used to boost your magick stat and counter enemies' attacks with elemental spells. The shield can also be enchanted with one of the elements and any nearby allies can share in this affect.

Augments learned by Mystic Knights can give pawns that you aid a boost in their attributes—along with some extra Health.



SKILLS

SWORD/MACE SKILLS

Skill	Rank	Cost	Description
Blink Strike	Start	-	Rushes the target and visits a powerful blow upon them.
Broad Cut	1	200	Cuts a broad swath with the blade while falling back to avoid attacks.
Sky Dance	1	400	Kicks at the air into a forward charge, delivering a powerful slash in the process.
Perilous Sigil	2	900	Draws a magick sigil that awaits contact with the enemy afore activating to devastating effect. Hold the assigned button to incant, release it to deploy.
Stone Grove	2	900	Plunges the blade into the earth and channels magick into it, causing pillars of stone to erupt around the user. Hold the assigned button to incant, release it to deploy.
Tusk Toss	2	400	Traces a grand skyward arc with the blade, sending lightweight foes into the air.
Burst Strike	3	600	An advanced form of Blink Strike honed to travel greater distances.
Broad Slash	4	1,000	An advanced form of Broad Cut. The path can be altered while executing the attack.
Funnel Sigil	4	1,400	Draws a magick sigil that pulls in nearby lightweight enemies, collecting them together. Hold the assigned button to incant, release it to deploy.
Magick Cannon	4	1,400	Conjures a magickal cannon after a period of incantation. Strike the cannon to fire spellshot at foes. Hold the assigned button to incant, release it to deploy.
Ruinous Sigil	4	2,000	An advanced form of Perilous Sigil that affects a larger area for a longer period of time.
Sky Rapture	4	1,600	An advanced form of Sky Dance that propels the user over a greater distance.
Stone Forest	4	2,000	An advanced form of Stone Grove that brings forth a greater number of stone pillars.
Compass Slash	5	1,400	Spins with blade extended, drawing a deadly circle especially effective when surrounded. Employable while under attack.
Downthrust	5	1,400	Plants the blade into the earth at one's feet. Though its range is limited, the force behind the thrust is great.
Antler Toss	6	1,600	An advanced form of Tusk Toss able to lift even heavier foes aloft. It can strike foes multiple times midair.
Great Cannon	6	2,800	An advanced form of Magick Cannon that increases the number of spellshot rounds fired.
Vortex Sigil	6	2,800	An advanced form of Funnel Sigil that affects a larger area and remains active for a longer period of time.
Downcrack	7	2,000	An advanced form of Downthrust that strikes twice. It is more powerful and broader in its reach.
Full Moon Slash	7	2,000	An advanced form of Compass Slash gifted with a broader reach and the ability to hit multiple times.

CORE SKILLS

Weapon	Skill	Rank	Cost	Description
Magick Shield	Repel	Start	-	Use your magick shield to block an enemy's attack. Press Left Bumper/L1 during enemy attack.
Magick Shield	Reflect	3	1,600	An advanced form of Repel that deflects attacks back toward the assailant.
Staff	Feather Jump	Start	-	A light jump. More effective when grabbing to platforms or rocks. Press A/X.
Staff	Magick Billow	Start	-	Swing your staff downward to stagger the enemy. Follow-up attacks can send the enemy to the ground. Press Y/Triangle and again for follow-up.
Staff	Magick Bolt	Start	-	Launches a magick bolt from your staff. Press repeatedly for additional effect. Can add elemental effect via enchantments. Press X/Square repeatedly.
Staff	Levitate	2	600	An advanced form Feather Jump that mitigates gravity's pull, enabling a gentle landing even from great heights. Hold A mid-jump.
Staff	Focused Bolt	6	3,000	An advanced form of Magick Bolt. Focuses the user's active enchantment into a powerful burst that can be fired from the ground or air. Hold X/Square, then release to deploy.
Staff	Magick Agent	6	3,000	An advanced form of Magick Billow. Conjures spheres of magickal energy around the user to attack encroaching foes. Also employable from mid-air. Hold X/Square, then release to deploy.
Sword/Mace	Empale	Start	-	Release a stabbing strike straight forward. Press Y/Triangle.
Sword/Mace	Onslaught	Start	-	Continuous attacks with one-hand sword. Press X/Square repeatedly.
Sword/Mace	Vault	Start	-	Executes a jump to a higher location. Press A/X.
Sword/Mace	Dire Onslaught	1	800	An advanced form of Onslaught that strengthens a chain of one-handed sword slashes. Press X/Square, pause a moment, then tap X/Square repeatedly.
Sword/Mace	Takedown	1	600	An advanced form of Empale that appends a tackle to a forceful jab. Hold Y/Triangle.
Sword/Mace	Controlled Fall	3	1,200	Tucks the body into a tight roll when falling, mitigating harm. When knocked down, press A/X the moment you land.

AUGMENTS

Skill	Rank	Cost	Description
Fortitude	1	1,200	Increases Defenses by 30.
Adamance	3	1,800	Halves the Stamina consumed when you block attacks with your shield.
Periphery	3	1,800	Helps keep your footing when you block attacks with your shield—increases Stagger Resistance by 50.
Reinforcement	6	4,000	Pawns you aid get a boost of 1.2 times to Defenses and Magick Defenses for 1 minute.
Retribution	6	4,000	Grants pawns you aid a temporary gain in their Strength and Magick—1.2 times for 1 minute.
Restoration	8	7,000	Increases the amount of Health restored when rescuing pawns—up to half of their max.
Sanctuary	8	7,000	When your health is critical, Defenses and Magick Defenses are raised by 1.5 times.

MAGICK SHIELD SKILLS

Hold the assigned button to incant, release to deploy or initiate. For counters, press Left Bumper/L1 when attacked.

Skill	Rank	Cost	Description
Firecounter	Start	-	Unleashes a knockdown wave when the user blocks an attack. A perfect block conjures tongues of enemy-seeking fire.
Darkcounter	1	300	Unleashes a knockdown wave when the user blocks an attack. A perfect block conjures a dark pall that seeks enemies.
Holycounter	1	300	Unleashes a knockdown wave when the user blocks an attack. A perfect block conjures holy beams that seek enemies.
Icecounter	1	300	Unleashes a knockdown wave when the user blocks an attack. A perfect block conjures tongues of enemy-seeking ice.
Thundercounter	1	300	Unleashes a knockdown wave when the user blocks an attack. A perfect block conjures enemy-seeking lightning.
Demonspite	2	900	Converts damage sustained while guarding into bolts of magick. A perfect block conjures more bolts.
Holy Wall	2	900	Eracts a broad magickal wall ahead with the currently wielded weapon.
Abyssal Riposte	4	1,200	An advanced form of Darkcounter that persists for a longer period of time and conjures more Darkness.
Blessed Riposte	4	1,200	An advanced form of Holycounter that persists for a longer period of time and conjures more beams of Holy light.
Flame Riposte	4	1,200	An advanced form of Firecounter that persists for a longer period of time and conjures more tongues of Fire.
Frost Riposte	4	1,200	An advanced form of Icecounter that persists for a longer period of time and conjures more shards of Ice.
Thunder Riposte	4	1,200	An advanced form of Thundercounter that persists for a longer period of time and conjures more bolts of Lightning.
Dark Enchanter	5	1,600	Enchants the weapon of both the user and any nearby pawns with Darkness.
Demonswath	5	2,000	An advanced form of Demonspite that extends the duration of the effect.
Fire Enchanter	5	1,600	Enchants the weapon of both the user and any nearby pawns with Fire.
Holy Enchanter	5	1,600	Enchants the weapon of both the user and any nearby pawns with Holy light.
Holy Fortress	5	2,000	An advanced form of Holy Wall that persists for a longer period of time.
Ice Enchanter	5	1,600	Enchants the weapon of both the user and any nearby pawns with Ice.
Thunder Enchanter	5	1,600	Enchants the weapon of both the user and any nearby pawns with Thunder.
Dark Anguish	7	3,800	Adds a magickal blessing that increases the attack range of the current weapon.
Holy Aid	7	3,800	Converts what might have been damage into Health from any blocked blows. A perfect block recovers more Health.
Abyssal Trance	8	4,000	An advanced form of Dark Enchanter that extends and amplifies the enchantment, as well as the recipient's magick.
Blessed Trance	8	4,000	An advanced form of Holy Enchanter that extends and amplifies the enchantment, as well as the recipient's magick.
Flame Trance	8	4,000	An advanced form of Fire Enchanter that extends and amplifies the enchantment, as well as the recipient's magick.
Frost Trance	8	4,000	An advanced form of Ice Enchanter that extends and amplifies the enchantment, as well as the recipient's magick.
Lightning Trance	8	4,000	An advanced form of Thunder Enchanter that extends and amplifies the enchantment, as well as the recipient's magick.
Abyssal Anguish	9	6,000	An advanced form of Dark Anguish that adds a magickal shockwave and remains active for a longer period of time.
Holy Furor	9	7,500	An advanced form of Holy Aid that conjures mightier beams and remains active for a longer period of time.
Holy Glare	9	5,000	Conjures brilliant beams of light that seek out and smite enemies within range. Decreases the party's Stamina usage.
Holy Grace	9	6,000	An advanced form of Holy Aid that extends the duration of the effect.

STAVES SKILLS

Skill	Rank	Cost	Description
Ingle	Start	-	Looses a ball of fire that explodes upon contact, engulfing both the target and surrounding foes.
Frazil	1	200	Creates a concentrated field of cold in front of the user that freezes solid whatever enemies it visits.
Levin	1	200	Smites the enemy from above with tongues of lightning. Especially effective at driving foes out of hiding.
High Frazil	3	700	An advanced form of Frazil that expands the field of cold.
High Ingle	3	700	An advanced form of Ingle that increases the number of projectiles.
High Levin	3	700	An advanced form of Levin that generates more lightning.
Brontide	5	1,400	Wraps the user's body in a whip-like bolt of lightning capable of damaging foes. Attack with lightning with X/Square and Y/Triangle. Press A/X to stop.
Comestion	5	1,400	Generates a towering wall of flame; though only modest in power, it ignites adversaries with ease.
Frigor	5	1,400	Generates a giant chunk of ice that can serve as a stepping stone.
Sopor	6	3,500	Invokes a magickal sigil around the user that lulls foes who enter it into slumber.
High Brontide	7	1,800	An advanced form of Brontide that endures for a longer period of time and drops lightning where it lands.
High Comestion	7	1,800	An advanced form of Comestion that expands the wall of flame.
High Frigor	7	1,800	An advanced form of Frigor that generates additional chunks of ice.
High Sopor	9	7,500	An advanced form of Sopor that extends the effective range of the sigil and persists for a longer period of time.

Hybrid Vocation

ASSASSIN

Cost to change Vocation: 1,500 Discipline

Primary Weapons: Swords, Daggers

Secondary Weapons: Shields, Bows

Hybrid vocation - An expert at covert attacks with excellent mobility and enemy detection skills.

STAT GROWTH AT LEVEL UP

	HP	Stamina	Attack	Defense	Magic Attack	Magic Defense
Lv10+	22	27	6	2	2	1
Lv100+	5	15	3	1	0	0

JOB POINT PROGRESSION

Rank	Total	For next rank
1	0	800
2	800	1,800
3	2,600	3,000
4	5,600	4,600
5	10,200	6,400

Rank	Total	For next rank
6	16,600	8,500
7	25,100	11,000
8	36,100	14,500
9	50,600	-

PLAYING AS AN ASSASSIN

Assassins are a hybrid of Striders and Fighters. What Assassins lack in defense, they make up for in attack power and agility. Skilled in surprise and nighttime attacks, Assassins are equipped to take full advantage of weaknesses on the battlefield.

They have the highest attack stat growth of all the vocations, but at the cost of their defense-related stats. They have a high Stamina stat growth rate, which works well with their quick, stealthy attacks.

Assassins have great variety in the weapons they can use. If you are switching over from a Strider, you may prefer to stick with daggers and a bow. If a Fighter is more what you are used to, they can use a sword and shield as well. They gain bonuses for fighting at night, sneaking up on enemies, and even for adventuring alone. If you prefer to go without pawns, this is the class for you.

Dagger skills become available that help in the Assassin's stealthy efforts. The Stealth skill renders the user invisible to enemies and Easy Kill allows the player to dart behind the target after parrying their attack and slit their throat.

Their other weapons also gain some interesting skills. With a sword, you can set a bomb on the ground and detonate it remotely with Powder Charge. The bow skill, Puncture Dart, allows you to pierce several enemies with one shot. The shield can give an ally a boost with Springboard or take a user out of harm's way with Flight Response.



SKILLS

SWORD SKILLS

Skill	Rank	Cost	Description
Blink Strike	Start	-	Rushes the target and visits a powerful blow upon them.
Broad Cut	1	200	Cuts a broad swath with the blade while falling back to avoid attacks.
Intimate Strike	1	400	Delivers a quick stab and withdrawal slash without distancing user and target, allowing for further blows thereafter.
Tusk Toss	2	400	Traces a grand skyward arc with the blade, sending lightweight foes into the air.
Burst Strike	3	600	An advanced form of Blink Strike honed to travel greater distances.
Intimate Gambit	3	1,200	An advanced form of Intimate Strike with extra power to increase the odds it will stun its victim.
Powder Charge	3	1,200	Places an explosive on the ground to be detonated from afar. Press the assigned button to place, then press it again to light fuse.
Broad Slash	4	1,000	An advanced form of Broad Cut. The path can be altered while executing the attack.
Clarity	5	2,200	Holds the blade in wait, deflecting and seamlessly countering enemy attacks. Press the assigned button when attacked by an enemy.
Compass Slash	5	1,400	Spins with blade extended, drawing a deadly circle especially effective when surrounded. Employable while under attack.
Downdruth	5	1,400	Plants the blade into the earth at one's feet. Though its range is limited, the force behind the thrust is great.
Powder Blast	5	2,200	An advanced form of Powder Charge that causes a more powerful blast.
Antler Toss	6	1,600	An advanced form of Tusk Toss able to lift even heavier foes aloft. It can strike foes multiple times midair.
Windmill Slash	6	3,000	Carves foes to ribbons by spinning the blade while swinging it from side to side. Tap assigned button repeatedly once attack is deployed.
Downcrack	7	2,000	An advanced form of Downdruth that strikes twice. It is more powerful and broader in its reach.
Full Moon Slash	7	2,000	An advanced form of Compass Slash gifted with a broader reach and the ability to hit multiple times.
Gouge	7	4,000	Stabs repeatedly at a large fore the user clings to. Tap assigned button repeatedly once attack is deployed.
Great Windmill	8	5,000	An advanced form of Windmill Slash sustained for still more revolutions. The user may move about during the attack.
Clairvoyance	9	6,000	An advanced form of Clarity that counters from a greater range, pulling more foes into the attack.
Dire Gouge	9	6,000	An advanced form of Gouge that appends still more strikes to the onslaught.

SHIELD SKILLS

Skill	Rank	Cost	Description
Shield Summons	Start	-	Raps the shield loudly to attract the attention of nearby foes.
Shield Strike	1	200	Strikes a blow with the shield that causes little damage but forces the target to drop their guard.
Moving Castle	2	800	A quick forward lunge while guarding with a shield.
Springboard	2	400	Launches allies into the air using the shield. A supporting technique for tandem moves.
Shield Drum	3	600	An advanced form of Shield Summons that carries further, drawing the ire of more distant enemies.
Flight Response	4	1,600	Uses blocked enemy strikes to launch the user into the air and out of harm's way. Press the assigned button when attacked by an enemy.
Shield Storm	4	1,000	An advanced form of Shield Strike that deploys more quickly, shrinking the user's window of vulnerability.
Swift Castle	4	1,600	An advanced form of Moving Castle that advances even further forward.
Enhanced Response	6	3,000	An advanced form of Flight Response that launches the user to greater heights.
Launchboard	6	1,600	An advanced form of Springboard that launches allies to greater heights.
Staredown	8	5,000	Boosts the user's Strength for a time, at the cost of lowered Defenses.
Showdown	9	6,000	An advanced form of Staredown that persists for a longer period of time and gives a large boost of Strength.

BOW SKILLS

Skill	Rank	Cost	Description
Threefold Arrow	Start	-	Fires three arrows in rapid succession.
Puncture Dart	1	400	Fires a shot capable of piercing multiple targets, especially effective when combined with Poison Arrows.
Triad Shot	1	200	Fires three arrows in a wedge pattern.
Full Bend	3	700	Draws the bow with all the user's might, then looses a shot straight ahead.
Keen Sight	3	1,200	Augments the user's vision, allowing them to target distant foes. Each shot requires extensive Stamina.
Skwer Dart	3	1,200	An advanced form of Puncture Dart that is more powerful and can cancel a foe's block.
Blunting Arrow	4	1,600	Looses an arrow steeped in a paralyzing elixir that induces torpor in the target.
Pentad Shot	4	900	An advanced form of Triad Shot that fires five arrows instead of three.
Lyncean Sight	5	2,200	An advanced form of Keen Sight that lets the user see farther and adjust the range of his or her sight as needed.
Mighty Bend	5	1,200	An advanced form of Full Bend that requires less time to nock the arrow, enabling faster successive firing.
Plegic Arrow	6	3,000	An advanced form of Blunting Arrow that strikes with added force and induces torpor with greater frequency.
Fivfold Flurry	7	2,000	An advanced form of Threefold Arrow that fires five arrows in rapid succession.

DAGGER SKILLS

Skill	Rank	Cost	Description
Scarlet Kisses	Start	-	Concentrates a flurry of slashes on a single point, easily shredding foes with meager endurance. Use assigned button, then continue to tap that button repeatedly.
Biting Wind	1	200	Dashes past the target with blades extended, delivering slashes that can be followed with further attacks on contact. Follow up attack with more presses of assigned button to continue attack.
Back Kick	2	800	Pulls back momentarily afore unleashing a frontal kick.
Toss and Trigger	3	700	Steps in and strikes, sending the target aloft. An additional command then detonates a store of powder. Press assigned button again after attack.
Cutting Wind	4	900	An advanced form of Biting Wind that appends still more strikes to the onslaught.
Dazzle Hold	4	900	Casts a firework explosive into the fray that stuns nearby foes.
Escape Onslaught	4	1,600	An advanced form of Back Kick that strikes with greater force and extends the user's invulnerability.
Reset	4	900	Returns the user to a neutral stance, eliminating openings caused by other actions.
Advanced Trigger	5	1,200	An advanced form of Toss and Trigger that both strengthens the upward slash and broadens the subsequent blast.
Easy Kill	5	2,200	Darts behind the target after parrying their attack, then slits their throat. Press the assigned button when attacked by an enemy.
Spiderbite	6	3,000	Halts the target with a swift thrust, then knocks them down after delivering a poison needle's kiss.
Dazzle Blast	7	2,000	An advanced form of Dazzle Hold crafted to impact a broader radius.
Hundred Kisses	7	2,000	An advanced form of Scarlet Kisses that quickens the flurry, allowing for more strikes.
Instant Reset	7	2,000	An advanced form of Reset employable even while under attack, allowing for an immediate response.
Wind Harness	7	4,000	Hastens the user's movement for a time, even while under attack. Press assigned button to initiate, press it again to stop.
Snakebite	8	5,000	An advanced form of Spiderbite that employs a more deadly venom.
Stealth	8	5,000	Renders one invisible to enemies for a time, making the user impossible to hit.
Gale Harness	9	6,000	An advanced form of Wind Harness that endures for a longer period of time.
Invisibility	9	6,000	An advanced form of Stealth that extends the duration of the user's invisibility.
Masterful Kill	9	6,000	An advanced form of Easy Kill that bites deeper than its predecessor.

CORE SKILLS

Weapon	Skill	Rank	Cost	Description
Bow	Loose	Start	-	Fires equipped bow. Can execute while moving. Hold Left Bumper/L1 and press Right Trigger/R2.
Bow	Quick-Loose	2	600	An advanced form of Loose that requires less time to nock the next arrow.
Dagger	Carve	Start	-	Continuous attacks with a dagger. Press X/Square repeatedly.
Dagger	Two-Step	Start	-	A two-level stabbing strike straight forward. Press Y/Triangle.
Dagger/Sword	Vault	Start	-	Executes a jump to a higher location. Press A/X.
Dagger	Engrave	1	800	An advanced form of Carve that includes kicks after a flurry of dagger blows to strike at a broader range. Press X, pause a moment, then tap X repeatedly.
Dagger	Roundelay	1	600	An advanced form of Two-Step that appends a whirling slash to victims. Hold Y/Triangle.
Dagger	Double Vault	5	1,800	An advanced form of Vault that kicks at the air to propel the user in a second leap. Press A mid-jump.
Dagger	Forward Roll	5	2,200	Curts forward into a tumble effective as an evasive maneuver. Hold Right Bumper and press A.
Shield	Defend	Start	-	Use your shield to block an enemy's attack. Press Left Bumper/L1.
Shield	Deflect	3	1,400	An advanced form of Defend that deflects attacks back toward the assailant. Press Left Bumper/L1 when attacked by an enemy.
Sword	Empale	Start	-	Release a stabbing strike straight forward. Press Y/Triangle.
Sword	Onslaught	Start	-	Continuous attacks with one-hand sword. Press X/Square repeatedly.
Sword	Dire Onslaught	1	800	An advanced form of Onslaught that strengthens a chain of one-handed sword slashes. Press X, pause a moment, then tap X repeatedly.
Sword	Takedown	1	600	An advanced form of Empale that appends a tackle to a forceful jab. Hold Y/Triangle.
Sword	Controlled Fall	3	1,200	Tucks the body into a tight roll when falling, mitigating harm. When knocked down, press A/X the moment you land.

AUGMENTS

Skill	Rank	Cost	Description
Watchfulness	1	1,200	Halves the damage taken when your blade is sheathed.
Entrancement	2	1,200	Increases max stamina by 100 at night (9PM - 3AM).
Sanguinity	3	1,800	Increases max health by 100 at night (9PM - 3AM).
Bloodlust	4	2,400	Strength and Magick are up 70%, plus Defenses and Magick Defenses are increased by 30 at night (9PM - 3AM).
Preemption	6	4,000	Doubles the damage dealt when targets are not in battle stance.
Toxicity	8	7,000	Triples the cumulative damage wrought by your poison attacks.
Autonomy	9	8,000	When venturing forth alone, Strength & Magick are up 70% and Defenses & Magick Defenses are increased by 30.

Hybrid Vocation

MAGICK
ARCHER

Cost to change Vocation: 1,500 Discipline

Primary Weapons: Daggers, Staves

Secondary Weapons: Magick Bows

Hybrid vocation - A skilled explorer and well-balanced adventurer, able to wield a magick bow.

STAT GROWTH AT LEVEL UP

	HP	Stamina	Attack	Defense	Magic Attack	Magic Defense
Lv10+	20	20	2	3	3	4
Lv100+	10	10	0	0	1	3

JOB POINT PROGRESSION

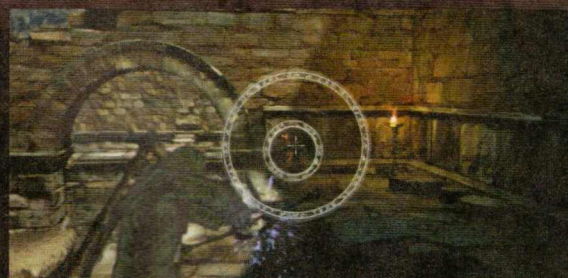
Rank	Total	For next rank
1	0	650
2	650	1,650
3	2,300	2,800
4	5,100	4,300
5	9,400	5,900

Rank	Total	For next rank
6	15,300	7,700
7	23,000	9,900
8	32,900	13,200
9	46,100	

PLAYING AS A MAGICK ARCHER

A hybrid of Striders and Mages, Magic Archers harness their mystic abilities to fire off magickal arrows with a mix of different elemental attributes and ranges. This flexibility makes them very useful on the battlefield.

This vocation can use daggers or a staff as their primary weapon. The only unique staff skill for Magick Archers is Perdition, which creates a sigil that curses foes who enter. Daggers give you the usual quick, close combat skills, along with some more magickal abilities. Sunburst uses the weapon to create a pillar of flame. Shadowpin creates a sigil that traps enemies within. Backfire sets the user ablaze, harming their own life while hurting enemies that they touch.



Their real strength comes with the magick bows. These bows fire magick arrows as opposed to the ones fired by regular bows and longbows. Therefore, you can't use the special debilitating arrows. That's okay though as these bows can perform some great skills.

The arrows from these bows hone in on their target. Because of this, you do lose a little bit of the precise aiming, but it allows you to fire much quicker. A few skills take advantage of this ability. Seeker Bolt targets up to five foes at once and seeks them out. Ricochet Seeker bounces around increasing in power until it finds its target.

Your magickal arrows can also play a supporting role. With Magickal Flare, an arrow illuminates an area, which surprises foes and hurts the undead. Bracer Arrow and Ward Arrow are fired at an ally and protect them from knockdowns and debilitating attacks respectively.

SKILLS

DAGGER SKILLS

Skill	Rank	Cost	Description
Scarlet Kisses	Start	-	Concentrates a flurry of slashes on a single point, easily shredding foes with meager endurance. Use assigned button, then continue to tap that button repeatedly.
Biting Wind	1	200	Dashes past the target with blades extended, delivering slashes that can be followed with further attacks on contact. Follow up attack with more presses of assigned button to continue attack.
Sunburst	1	300	Kicking downward, plunges the blades into the earth, channeling magick so that a pillar of flame erupts directly ahead.
Scension	3	1,100	Imbues daggers with magick afore an upward slash sends forth a shockwave. Saps foes' Health with holy power. Hold the assigned button to incant, release it to deploy.
Sunflare	3	1,100	An advanced form of Sunburst that creates an even larger pillar of flame.
Toss and Trigger	3	700	Steps in and strikes, sending the target aloft. An additional command then detonates a store of powder. Press assigned button again after attack.
Cutting Wind	4	900	An advanced form of Biting Wind that appends still more strikes to the onslaught.
Dazzle Hold	4	900	Casts a firework explosive into the fray that stuns nearby foes.
Reset	4	900	Returns the user to a neutral stance, eliminating openings caused by other actions.
Shadowpin	4	1,500	Plunges the blades into the ground to form a magick sigil that traps enemies within its confines. Hold the assigned button to incant, release it to deploy.
Advanced Trigger	5	1,200	An advanced form of Toss and Trigger that both strengthens the upward slash and broadens the subsequent blast.
Grand Scension	5	2,000	An advanced form of Scension that extends the shockwave's reach.
Magick Rebuffer	5	2,000	Plunges the blades downward to form a magick sigil that improves Magick Defenses except when facing the undead. Hold the assigned button to incant, release it to deploy.
Shadowshackle	6	2,500	An advanced form of Shadowpin that extends the effective range of the sigil and persists for a longer period of time.
Backfire	7	3,200	Sets the user's body ablaze, eroding their own life but also causing harm to all they touch. Press the assigned button to light, press it again to extinguish.
Dazzle Blast	7	2,000	An advanced form of Dazzle Hold crafted to impact a broader radius.
Hundred Kisses	7	2,000	An advanced form of Scarlet Kisses that quickens the flurry, allowing for more strikes. Press the assigned button to deploy, then tap it repeatedly.
Instant Reset	7	2,000	An advanced form of Reset employable even while under attack, allowing for an immediate response.
Magick Rebalancer	8	4,000	An advanced form of Magick Rebuffer that boosts the beneficiary's Magick as well, save when facing the undead.
Immolation	9	5,000	An advanced form of Backfire that harms the user less while ablaze.

CORE SKILLS

Weapon	Skill	Rank	Cost	Description
Dagger	Carve	Start	-	Continuous attacks with a dagger. Press Square/X repeatedly.
Dagger	Two-Step	Start	-	A two-level stabbing strike straight forward. Press Y/Triangle.
Dagger	Vault	Start	-	Executes a jump to a higher location. Press A/X.
Dagger	Engrave	1	800	An advanced form of a base skill that includes kicks after a flurry of dagger blows to strike at a broader range. Press X, pause a moment, then tap X repeatedly.
Dagger	Roundelay	1	600	An advanced form of Two-Step that appends a whirling slash to victims. Hold Y/Triangle.
Dagger	Double Vault	5	1,800	An advanced form of a base skill that kicks at the air to propel the user in a second leap. Press A/X mid-jump.
Dagger	Forward Roll	5	2,200	Curls forward into a tumble effective as an evasive maneuver. Hold Right Bumper/R1 and press A/X.
Magickal Bow	Seeker	Start	-	Fire magical arrows with additional properties. Lose effectiveness with distance. Hold Left Bumper/L1 and press Right Trigger/R2.
Magickal Bow	True Seeker	6	4,000	An advanced form of Seeker that boasts improved seeking capabilities. Hold Left Bumper/L1 and press Right Trigger/R2.
Staff	Feather Jump	Start	-	A light jump. More effective when grabbing to platforms or rocks. Press A/X.
Staff	Magick Billow	Start	-	Swing your staff downward to stagger the enemy. Follow-up attacks can send the enemy to the ground. Press Y/Triangle and again for follow-up.
Staff	Magick Bolt	Start	-	Launches a magic bolt from your staff. Press repeatedly for additional effect. Can add elemental effect via enchantments. Press X/Square repeatedly.
Staff	Levitate	2	600	An advanced form Feather Jump that mitigates gravity's pull, enabling a gentle landing even from great heights. Hold A mid-jump.
Staff	Focused Bolt	6	3,000	An advanced form of Magick Bolt. Focuses the user's active enchantment into a powerful burst that can be fired from the ground or air. Hold X/Square, then release to deploy.
Staff	Magick Agent	6	3,000	An advanced form of Magick Billow. Conjures spheres of magickal energy around the user to attack encroaching foes. Also employable from mid-air. Hold X/Square, then release to deploy.

MAGICK BOW SKILLS

Skill	Rank	Cost	Description
Threefold Bolt	Start	-	Fires three magickal arrows at a single point.
Seeker Bolt	1	300	Fires magickal arrows that seek out their targets. Up to five foes can be targeted at once.
Hunter Bolt	3	1,100	An advanced form of Seeker Bolt that allows up to ten foes to be targeted at once.
Magickal Flare	3	1,100	Fires an arrow of magickal light to illuminate the area. The flash it creates surprises foes and damages the undead. It will explode the instant you release.
Ricochet Seeker	4	1,500	Looses a magickal arrow that increases in power as it ricochets towards its target. Quite effective in cramped quarters.
Sixfold Bolt	4	1,500	An advanced form of Threefold Bolt that fires still more arrows.
Funnel Trail	5	2,000	Looses a magickal arrow that draws in nearby lightweight foes.
Magickal Gleam	5	2,000	An advanced form of Magickal Flare that illuminates a broader area for a longer period of time.
Explosive Bolt	6	2,500	Fires a volatile magickal arrow that remains lodged in the target for a time, exploding when struck with a blow.
Ricochet Hunter	6	2,500	An advanced form of Ricochet Seeker that fires three magickal arrows.
Bracer Arrow	7	3,200	Looses a magickal arrow that fortifies an ally against reeling from enemy blows for a time.
Ward Arrow	7	3,200	Looses a magickal arrow that makes an ally impervious to all manner of debilitating attacks for a time.
Explosive Rivet	8	4,000	An advanced form of Explosive Bolt that remains lodged in its target for a longer period of time and causes more damage.
Vortex Trail	8	4,000	An advanced form of Funnel Trail that persists for a longer period of time and boasts an expanded range.
Great Bracer Arrow	9	5,000	An advanced form of Bracer Arrow that bolsters the whole party's resistance to enemy blows.
Sacrificial Bolt	9	5,500	Summons forth the ultimate magickal bolt at the cost of one pawn's life. Time slows while the user is aiming.
Great Sacrifice	9	7,500	An advanced form of Sacrificial Bolt that boasts greater destructive power and slows time further while aiming.
Great Ward Arrow	9	5,000	An advanced form of Ward Arrow that protects the entire party from debilitating attacks.

STAFF SKILLS

Skill	Rank	Cost	Description
Ingle	Start	-	Looses a ball of fire that explodes upon contact, engulfing both the target and surrounding foes.
Frazil	1	200	Creates a concentrated field of cold in front of the user that freezes solid whatever enemies it visits.
Levin	1	200	Smites the enemy from above with tongues of lightning. Especially effective at driving foes out of hiding.
High Frazil	3	700	An advanced form of Frazil that expands the field of cold.
High Ingle	3	700	An advanced form of Ingle that increases the number of projectiles.
High Levin	3	700	An advanced form of Levin that generates more lightning.
Brontide	5	1,400	Wraps the user's body in a whip-like bolt of lightning capable of damaging foes. Attack with lightning with X/Square and Y/Triangle. Press A/X to stop.
Comestion	5	1,400	Generates a towering wall of flame; though only modest in power, it ignites adversaries with ease.
Frigor	5	1,400	Generates a giant chunk of ice that can serve as a stepping stone.
Perdition	6	3,500	Invokes a magickal sigil that curses foes who enter it.
High Brontide	7	1,800	An advanced form of Brontide that endures for a longer period of time and drops lightning where it lands.
High Comestion	7	1,800	An advanced form of Comestion that expands the wall of flame.
High Frigor	7	1,800	An advanced form of Frigor that generates additional chunks of ice.
High Perdition	9	7,500	An advanced form of Perdition that extends the effective range of the sigil and persists for a longer period of time.

AUGMENTS

Skill	Rank	Cost	Description
Detection	2	1,000	Expands one's field of vision, more easily revealing unknown areas of the map.
Potential	2	1,000	Stamina limit is increased by 100.
Resilience	6	4,000	Halves damage done from falling, though it still doesn't save you from death.
Allure	8	7,000	Doubles the increase in your affinity when you give items to non-pawns.
Regeneration	8	7,000	Causes your Health to slowly return with the passage of time—1 HP every 3 seconds.
Magnitude	9	7,500	Increases the effect when you debilitate adversaries with the Five Archmagicks by 1.5 times.
Resistance	9	7,500	Reduces cumulative damage when you are debilitated by non-Archmagick attacks by 15%.

Their real strength comes with the magick bows. These bows fire magick arrows as opposed to the ones fired by regular bows and longbows. Therefore, you can't use the special debilitating arrows. That's okay though as these bows can perform some great skills.

The arrows from these bows hone in on their target. Because of this, you do lose a little bit of the precise aiming, but it allows you to fire much quicker. A few skills take advantage of this ability. Seeker Bolt targets up to five foes at once and seeks them out. Ricochet Seeker bounces around increasing in power until it finds its target.

Your magickal arrows can also play a supporting role. With Magickal Flare, an arrow illuminates an area, which surprises foes and hurts the undead. Bracer Arrow and Ward Arrow are fired at an ally and protect them from knockdowns and debilitations respectively.

SKILLS

DAGGER SKILLS

Skill	Rank	Cost	Description
Scarlet Kisses	Start	-	Concentrates a flurry of slashes on a single point, easily shredding foes with meager endurance. Use assigned button, then continue to tap that button repeatedly.
Biting Wind	1	200	Dashes past the target with blades extended, delivering slashes that can be followed with further attacks on contact. Follow up attack with more presses of assigned button to continue attack.
Sunburst	1	300	Kicking downward, plunges the blades into the earth, channeling magick so that a pillar of flame erupts directly ahead.
Scension	3	1,100	Imbues cagers with magick afore an upward slash sends forth a shockwave. Saps foes' Health with holy power. Hold the assigned button to incant, release it to deploy.
Sunflare	3	1,100	An advanced form of Sunburst that creates an even larger pillar of flame.
Toss and Trigger	3	700	Steps in and strikes, sending the target aloft. An additional command then detonates a store of powder. Press assigned button again after attack.
Cutting Wind	4	900	An advanced form of Biting Wind that appends still more strikes to the onslaught.
Dazzle Hold	4	900	Casts a firework explosive into the fray that stuns nearby foes.
Reset	4	900	Returns the user to a neutral stance, eliminating openings caused by other actions.
Shadowpin	4	1,500	Plunges the blades into the ground to form a magick sigil that traps enemies within its confines. Hold the assigned button to incant, release it to deploy.
Advanced Trigger	5	1,200	An advanced form of Toss and Trigger that both strengthens the upward slash and broadens the subsequent blast.
Grand Scension	5	2,000	An advanced form of Scension that extends the shockwave's reach.
Magick Rebuffer	5	2,000	Plunges the blades downward to form a magick sigil that improves Magick Defenses except when facing the undead. Hold the assigned button to incant, release it to deploy.
Shadowshackle	6	2,500	An advanced form of Shadowpin that extends the effective range of the sigil and persists for a longer period of time.
Backfire	7	3,200	Sets the user's body ablaze, eroding their own life but also causing harm to all they touch. Press the assigned button to light, press it again to extinguish.
Dazzle Blast	7	2,000	An advanced form of Dazzle Hold crafted to impact a broader radius.
Hundred Kisses	7	2,000	An advanced form of Scarlet Kisses that quickens the flurry, allowing for more strikes. Press the assigned button to deploy, then tap it repeatedly.
Instant Reset	7	2,000	An advanced form of Reset employable even while under attack, allowing for an immediate response.
Magick Rebalancer	8	4,000	An advanced form of Magick Rebuffer that boosts the beneficiary's Magick as well, save when facing the undead.
Immolation	9	5,000	An advanced form of Backfire that harms the user less while ablaze.

CORE SKILLS

Weapon	Skill	Rank	Cost	Description
Dagger	Carve	Start	-	Continuous attacks with a dagger. Press Square/X repeatedly.
Dagger	Two-Step	Start	-	A two-level stabbing strike straight forward. Press Y/Triangle.
Dagger	Vault	Start	-	Executes a jump to a higher location. Press A/X.
Dagger	Engrave	1	800	An advanced form of a base skill that includes kicks after a flurry of dagger blows to strike at a broader range. Press X, pause a moment, then tap X repeatedly.
Dagger	Roundelay	1	600	An advanced form of Two-Step that appends a whirling slash to victims. Hold Y/Triangle.
Dagger	Double Vault	5	1,800	An advanced form of a base skill that kicks at the air to propel the user in a second leap. Press A/X mid-jump.
Dagger	Forward Roll	5	2,200	Curls forward into a tumble effective as an evasive maneuver. Hold Right Bumper/R1 and press A/X.
Magickal Bow	Seeker	Start	-	Fire magical arrows with additional properties. Lose effectiveness with distance. Hold Left Bumper/L1 and press Right Trigger/R2.
Magickal Bow	True Seeker	6	4,000	An advanced form of Seeker that boasts improved seeking capabilities. Hold Left Bumper/L1 and press Right Trigger/R2.
Staff	Feather Jump	Start	-	A light jump. More effective when grabbing to platforms or rocks. Press A/X.
Staff	Magick Billow	Start	-	Swing your staff downward to stagger the enemy. Follow-up attacks can send the enemy to the ground. Press Y/Triangle and again for follow-up.
Staff	Magick Bolt	Start	-	Launches a magic bolt from your staff. Press repeatedly for additional effect. Can add elemental effect via enchantments. Press X/Square repeatedly.
Staff	Levitate	2	600	An advanced form Feather Jump that mitigates gravity's pull, enabling a gentle landing even from great heights. Hold A mid-jump.
Staff	Focused Bolt	6	3,000	An advanced form of Magick Bolt. Focuses the user's active enchantment into a powerful burst that can be fired from the ground or air. Hold X/Square, then release to deploy.
Staff	Magick Agent	6	3,000	An advanced form of Magick Billow. Conjures spheres of magickal energy around the user to attack encroaching foes. Also employable from mid-air. Hold X/Square, then release to deploy.

MAGICK BOW SKILLS

Skill	Rank	Cost	Description
Threefold Bolt	Start	-	Fires three magickal arrows at a single point.
Seeker Bolt	1	300	Fires magickal arrows that seek out their targets. Up to five foes can be targeted at once.
Hunter Bolt	3	1,100	An advanced form of Seeker Bolt that allows up to ten foes to be targeted at once.
Magickal Flare	3	1,100	Fires an arrow of magickal light to illuminate the area. The flash it creates surprises foes and damages the undead. It will explode the instant you release.
Ricochet Seeker	4	1,500	Looses a magickal arrow that increases in power as it ricochets towards its target. Quite effective in cramped quarters.
Sixfold Bolt	4	1,500	An advanced form of Threefold Bolt that fires still more arrows.
Funnel Trail	5	2,000	Looses a magickal arrow that draws in nearby lightweight foes.
Magickal Gleam	5	2,000	An advanced form of Magickal Flare that illuminates a broader area for a longer period of time.
Explosive Bolt	6	2,500	Fires a volatile magickal arrow that remains lodged in the target for a time, exploding when struck with a blow.
Ricochet Hunter	6	2,500	An advanced form of Ricochet Seeker that fires three magickal arrows.
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STAFF SKILLS

Skill	Rank	Cost	Description
Ingle	Start	-	Looses a ball of fire that explodes upon contact, engulfing both the target and surrounding foes.
Frazil	1	200	Creates a concentrated field of cold in front of the user that freezes solid whatever enemies it visits.
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High Ingle	3	700	An advanced form of Ingle that increases the number of projectiles.
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Skill	Rank	Cost	Description
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Regeneration	8	7,000	Causes your Health to slowly return with the passage of time—1 HP every 3 seconds.
Magnitude	9	7,500	Increases the effect when you debilitate adversaries with the Five Archmagicks by 1.5 times.
Resistance	9	7,500	Reduces cumulative damage when you are debilitated by non-Archmagick attacks by 15%.

THE WORLD OF GRANSYS

This chapter gives you access to information about every area in the world of *Dragon's Dogma*. The information is sorted alphabetically by region so that you can look up any area that you'd like to explore. At the end of this chapter you can also find a complete quest list, arranged in alphabetical order by quest name. That way you can quickly find any particular quest when you want additional information.

First, we'll take you through the introductory area so that everyone can start on the same page. After that, the world is your oyster. It's possible to explore quite a few of the game's dungeons and wilderness environments before even looking into the main story.

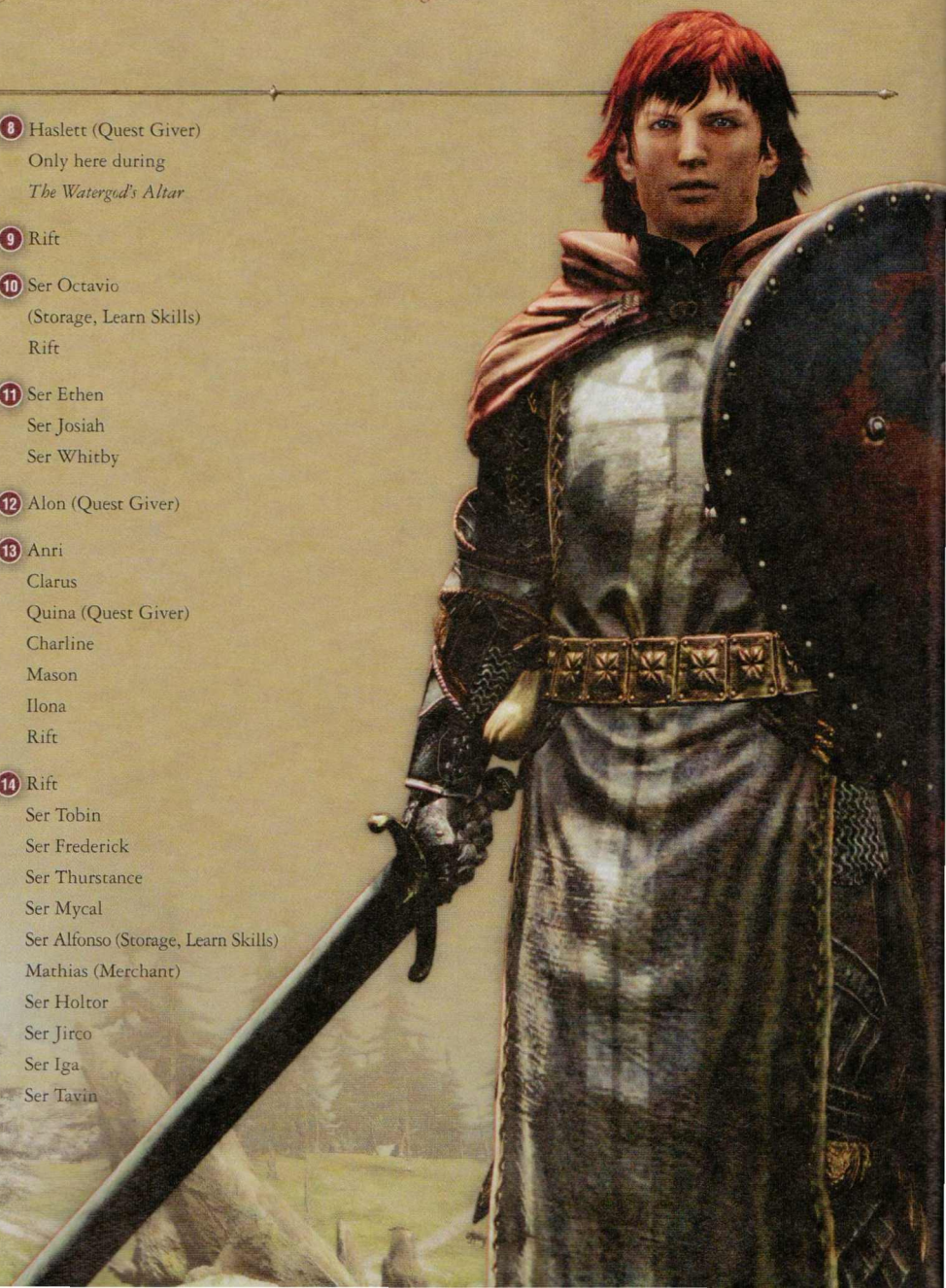


MASTER LIST

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NPCS AND RIFTS

- 1 Ser Jerrome
Ser Ronell
Rift
Ser Cyrus
Ser Georg
Captain Mercedes (Quest Giver)
- 2 Ser Rickart (Quest Giver)
Ser Roderick
- 3 Ser Jayce
Ser Colby
Ser Nathaniel
(Inn, Storage, Learn Skills)
Jayce (Merchant)
Rift
- 4 Salomet's Grimoire
(On top of the tallest ruined tower)
- 5 Ser Mirek
Ser Alastair
Ser Peregrine
Ser Daerio
Ser Chesleigh
Ser Gordan
Ser Gabrian
Ser Castor
Ser Sandro
Ser Anso
Ser Edmonde
- 6 Ser Serdic
Ser Bryan
- 7 Rift
- 8 Haslett (Quest Giver)
Only here during
The Watergod's Altar
- 9 Rift
- 10 Ser Octavio
(Storage, Learn Skills)
Rift
- 11 Ser Ethen
Ser Josiah
Ser Whitby
- 12 Alon (Quest Giver)
- 13 Anri
Clarus
Quina (Quest Giver)
Charline
Mason
Ilona
Rift
- 14 Rift
Ser Tobin
Ser Frederick
Ser Thurstance
Ser Mycal
Ser Alfonso (Storage, Learn Skills)
Mathias (Merchant)
Ser Holtor
Ser Jirco
Ser Iga
Ser Tavin





EMERGENCY QUESTS

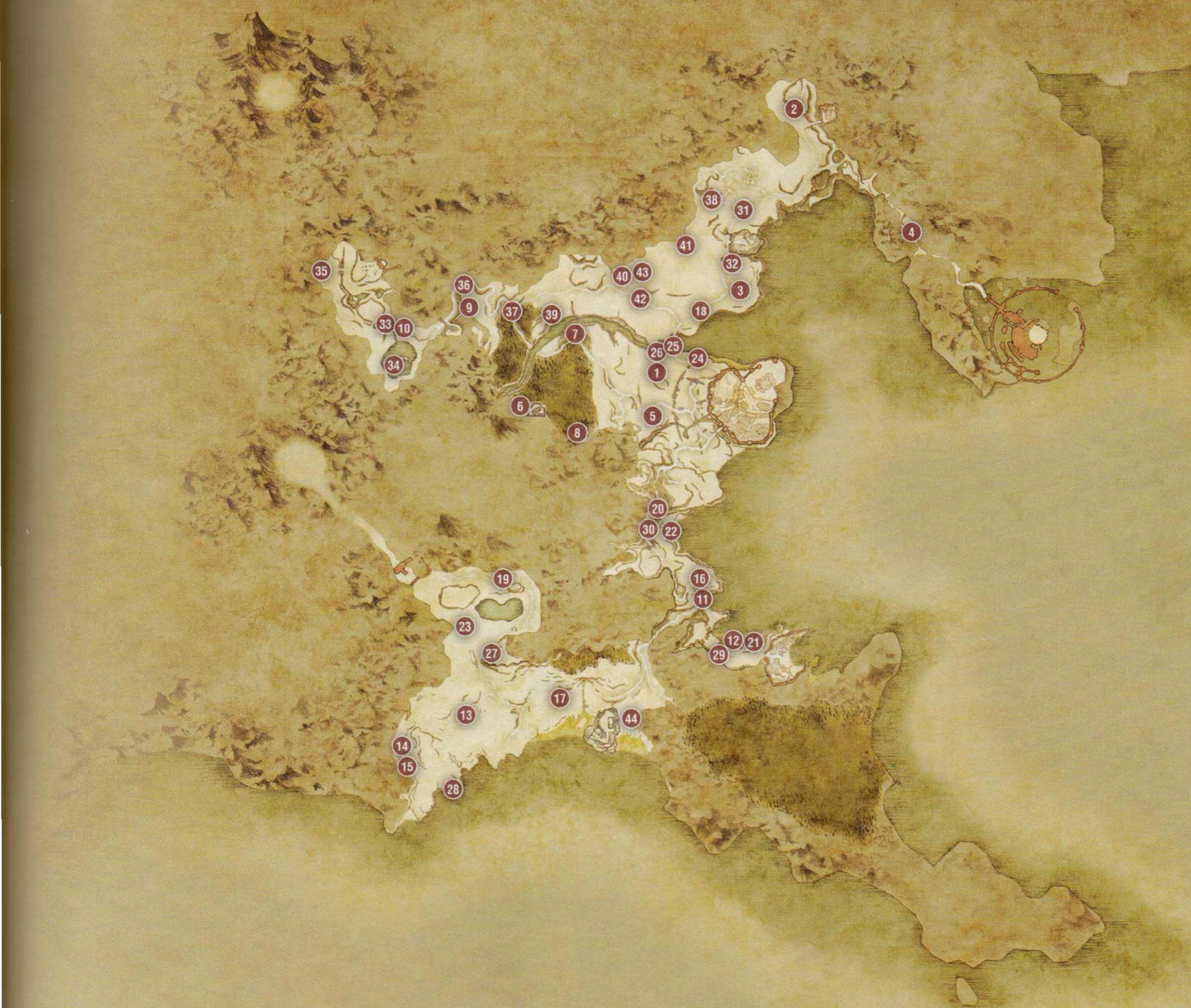
These quests are not initiated inside towns or by talking to NPCs around the world. Instead, they begin immediately when your party gets close to a situation that they can influence. These are often battles against powerful monsters that are terrorizing the wilderness, but you also find captured people who are being held by bandits and the like.

For the battles, quest text pops up on the upper-left side of the screen and says "Ambush" to let you know what's going on. Fleeing from the creature fails the quest, though you can approach the monster later to start it again. Your group gets experience and gold as soon as the beast falls, so this can be a great way to get some extra leveling done in a short amount of time.

If you get close to a hostage, text pops up again. Look for a cage and a group of Bandits. Kill all of the bandits to get credit in the same way as an ambush. The hostage can be manually released after the battle, but you get credit just for winning the fight.

The table here lets you know where to look for these somewhat random events. After you complete them, they disappear for a number of days. Once you learn where they are, make a habit of looking in those areas to try and get these bonus objectives while passing through various regions.

MAP REF. NO.	TASK	LOCATION	OPPONENTS	DETAILS
1	Boss Fight	Estan Plains	Cyclops	Period: Wyrmhunt Quest (middle)-Fall, 50% chance of appearing, *15% chance of appearing if you've met the conditions for wild Griffins to appear
2	Boss Fight	Northface Forest, Near Blighted Manse Rear Exit	Chimera	Will always occur unless participating in quest <i>Griffin's Bane</i>
3	Boss Fight	Deos Hills, Near Windbluff Tower	Wyvern	Period: Completion of <i>A Warm Welcome</i> -Game end
4	Boss Fight	Pastona Canyon	Golem	Any time
5	Boss Fight	Estan Plains	Drake	Period: Completion of <i>A Warm Welcome</i> -Game end
6	Boss Fight	Night Only/Wilted Forest	Ogre	Night Only 20:00-4:00
7	Boss Fight	Night Only/Wilted Forest	Ogre	Night Only 20:00-4:00
8	Boss Fight	Night Only/Wilted Forest	Ogre	Night Only 20:00-4:00
9	Boss Fight	Cursewood	Chimera	Any time
10	Boss Fight	Barta Crags	Gorechimera	Period: Fall-Game End
11	Boss Fight	Manamia Trail	Cyclops	Any time
12	Boss Fight	Seabreeze Trail, Beach	Gorechimera	Period: Fall-Game End
13	Boss Fight	Verda Woodlands	Chimera	Any time
14	Boss Fight	Verda Woodlands, Conqueror's Sanctuary	Cyclops	Period: Game Start-Fall
15	Boss Fight	Verda Woodlands, Conqueror's Sanctuary	Drake	Period: Fall-Game End
16	Save NPC	Manamia Trail	Human enemies	Period: Start-Fall, +Save NPC Set 3-day rule applies
17	Save NPC	Vestad Hills	Goblins	Time: 20:00-4:00, +Save NPC Set 3-day rule applies
18	Save NPC	Deos Hills	Human enemies	If No. 41 has not occurred, Time: 4:00-20:00, +Save NPC Set 3-day rule applies
19	Save NPC	Devilfire Grove	Goblins, Hobgoblins	+Save NPC Set 3-day rule applies
20	Save NPC	Moonsbit Pass	Harpy	Period: Wyrmhunt Quest-Fall, +Save NPC Set 3-day rule applies
21	Battle	Seabreeze Trail, Beach	Goblins	Time: 20:00-4:00, 99% chance of appearing
22	Battle	Manamia Trail	Human enemies	Period: Wyrmhunt Quest-Fall, Time: 4:00-20:00, If No. 16 hasn't occurred, 50% chance of appearing
23	Boss Fight	Devilfire Grove	Drake	Any time
24	Battle	Estan Plains	Saurians	Period: Game Start-Fall, If No. 25 hasn't occurred, 50% chance of appearing
25	Battle	Estan Plains	Goblins	Time: 20:00-4:00, Period: Game Start-Fall, 50% chance of appearing
26	Battle	Estan Plains/Under Bridge	Sulfur Saurians	Time: 4:00-20:00, Period: Wyrmhunt Quest (middle)-Fall, Will always appear if No. 24 and 25 haven't occurred.
27	Boss Fight	Devilfire Grove	Cyclops	Any time
28	Boss Fight	Verda Woodlands	Golem	Any time
29	Battle	Seabreeze Trail	Goblins, Hobgoblins	Period: Wyrmhunt Quest-Fall, Time: 4:00-20:00, 50% chance of appearing
30	Battle	Moonsbit Pass	Human enemies	Period: Wyrmhunt Quest-Fall, If No. 20 hasn't occurred, 50% chance of appearing
31	Boss Fight	Near Hillfigure Knoll	Cyclops	Period: Wyrmhunt Quest-Fall, If No. 39 hasn't occurred, 100% chance of appearing, (50% chance if you've met the conditions for wild Griffins to appear)
32	Boss Fight	Deos Hills, Near Windbluff Tower	Wight	Period: Completion of <i>Honor and Treachery</i> -Game End, Time: 20:00-4:00, 50% chance of appearing if No. 18 and 41 have not occurred.
33	Boss Fight	Barta Crags	Chimera	Period: Game Start-Fall
34	Boss Fight	Barta Crags	Wight	Time: 20:00-4:00
35	Boss Fight	Barta Crags	Wight	Time: 20:00-4:00
36	Boss Fight	Path to Aernst Castle	Cyclops	Any time
37	Boss Fight	Cursewood	Cyclops	Will always occur unless participating in the quest <i>The Conspirators</i>
38	Boss Fight	Northface Forest, Near Hillfigure Knoll	Chimera	Period: Game Start-Fall, 50% chance of appearing, (25% chance if you've met the conditions for wild Griffins to appear)
39	Boss Fight	Near Cursewood	Wight	Time: 20:00-4:00
40	Boss Fight	Deos Hills	Chimera	50% chance of appearing, 25% if No. 42 has occurred.
41	Boss Fight	Deos Hills	Chimera	Period: Game Start-Fall, Time: 4:00-20:00, 30% chance of appearing
42	Boss Fight	Deos Hills	Golem	Period: Completion of <i>Honor and Treachery</i> -Game End, 50% chance of appearing, (25% chance if you've met the conditions for wild Griffins to appear)
43	Boss Fight	Deos Hills	Cyclops	Will always occur if No. 50 and 52 have not occurred.
44	Boss Fight	Vestad Hills, Near Aernst Castle	Cyclops	Any time



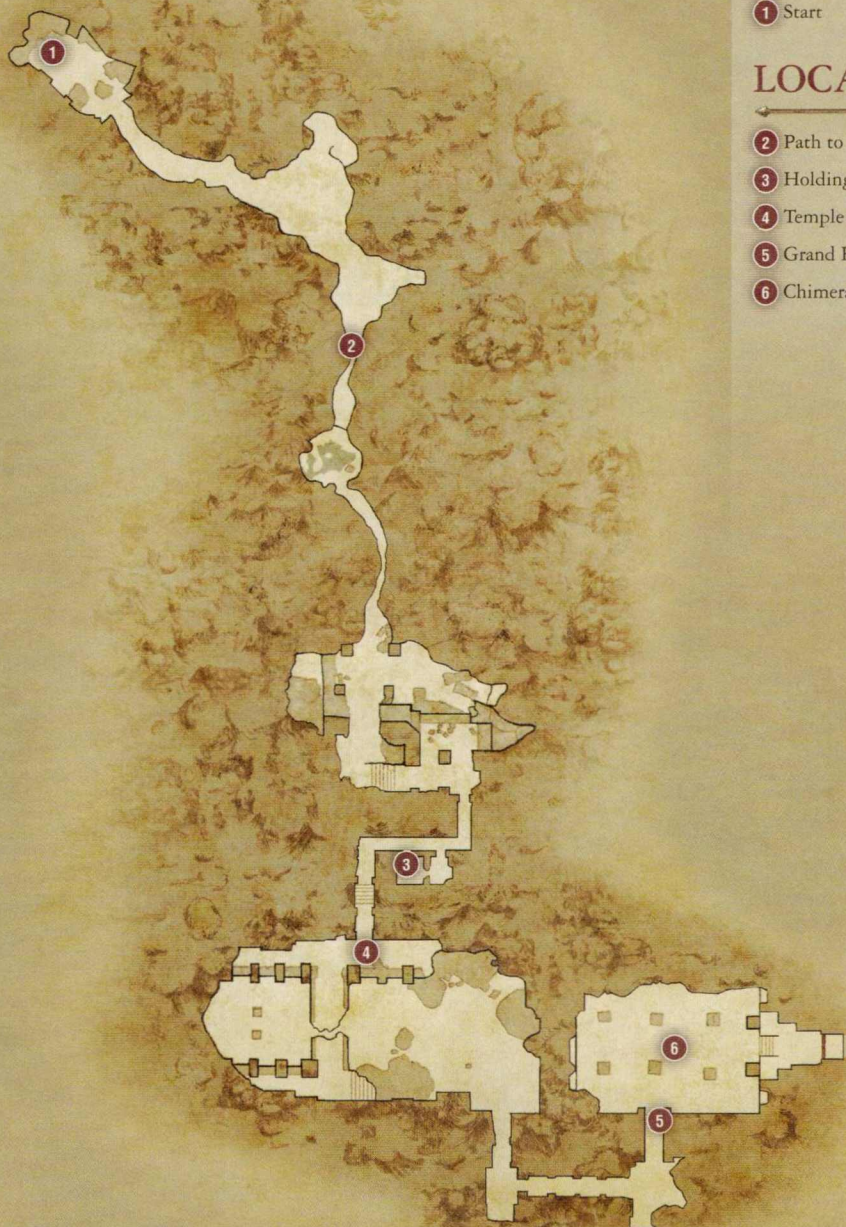
TAINTED MOUNTAIN TEMPLE

AREA ENTRANCE

- 1 Start

LOCATIONS

- 2 Path to Dragon's Domain
- 3 Holding Room
- 4 Temple Antechamber
- 5 Grand Hall
- 6 Chimera Battle



You begin the game as Savan, a fighter who dares to face a Dragon of immense power. Your hero already has a fair complement of skills and equipment. Your companion is also a skilled fighter, and he isn't going to falter. You must accompany your ally through the wyrm's lair, hoping to defeat the mighty Dragon and end its tyranny.

As the story begins, you are shown how to access your inventory. Do this and use the lantern that you are carrying. This lights the way while you advance. Lanterns don't take up space in your hands because your hero cleverly ties it to his belt. You're free to continue wielding both a sword and a shield.



Your companion takes you through the tunnels while explaining what needs to be done. Shortly thereafter, the two of you arrive on a rocky ledge. Close by, a Dragon perches on a pillar, ready to strike with its fiery breath. Hold back until it finishes breathing fire and then proceed with haste.

Two Goblins try to stop you from leaving. Lay into them with your blade!



This is your first time in combat. Use both light and heavy attacks to get the feel for them. Heavy attacks are extremely slow, so they're best used against disabled or occupied enemies. If your ally grabs one of the Goblins, he disables them briefly and gives you a chance for such a strike!

Defeat the Goblins and jump down the hole to the south. A strange stone rests at the bottom of the chamber. The runes etched into its surface allow you to summon two more allies. Use the Riftstone as directed, and watch as two pawns form from the ether. These pawns fight at your side without fear or question.



Your party is larger now and can withstand much more serious engagements. You should look for some trouble!

Watch the mini-map to see the way forward. Creep southeast through the hallways until you meet the next group of Goblins. There are more of them this time, and that makes the fight even more fun. Stay near your pawns. Grouping together makes it harder for enemies to surround you. It also makes it easier for you to assist when your allies disable an enemy (or need help themselves).

The Goblins are led by a slightly larger creature, called a Hobgoblin. Focus more of your attacks on the Hobgoblin because it has better armor and is also more of a threat to your people. Blind Strike, one of your Weapon Skills, is quite useful for hurting this foe.

Kill the Goblins and then search the side chamber for a modest amount of treasure. You might not need gold right now, but there is a Money Pouch in there, and thorough searching is always a good idea.

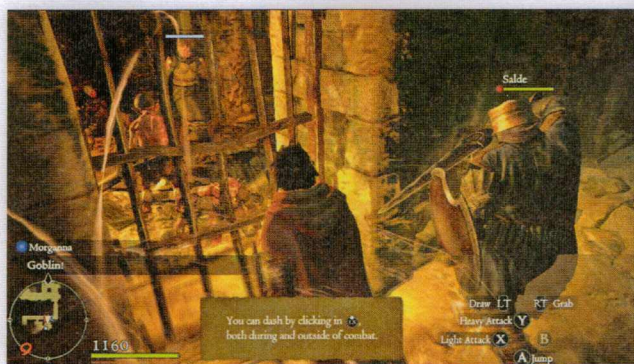


A Long Drop with a Sudden Stop

Another side passage takes your group to a large pit. Don't drop down there. Heed your allies' warnings and avoid the pit! Anyone leaping to the bottom finds only death.

Pawns are often good at warning you about dangers nearby. Keep an ear out and stay safe.

The route forward takes you up a small set of stairs. Climb up and fight the cluster of Goblins along the way. They're in the Holding Room off of the main tunnel, and they don't offer any substantial resistance.

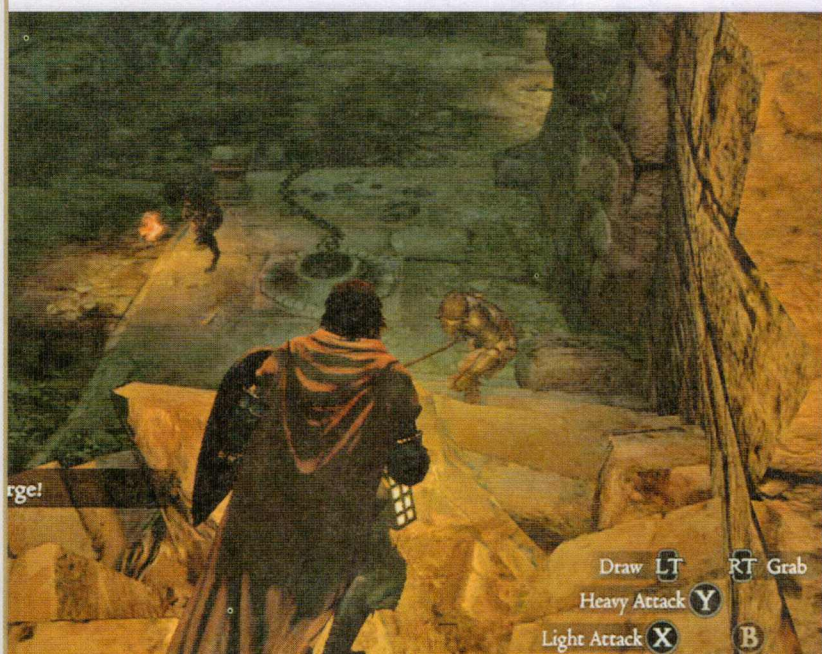


The next important fight comes when you enter a larger room to the south. Inside you find a Snow Harpy. This flying creature isn't easy to hit until it's brought down. Watch the Harpy carefully while your companions shoot at it, and then leap on the hapless foe as soon as it falls. Kill it before the beast can take off!

Jump and Slash

It's possible to attack while airborne. Try jumping and attacking to help knock the Snow Harpy out of the sky.

Your companions go into the main portion of the room. A small pile of rubble (to the east) lets you get down there safely. More Harpies, Hobgoblins, and Goblins attack, and you can dispatch them using the same techniques that you've just learned.



As the enemies die, several armored men arrive through the southern gate. They offer to guide you toward the wyrm. Kill any remaining enemies and then go through the gate. Search a chest in the next room, and follow the men through the tunnels. The Grand Hall isn't far.

THE CHIMERA

A sudden attack divides your force and pits your party against a creature of tremendous size and power. This is a Chimera, a creature that is formed from the unholy union of a goat, a lion, and a serpent. You have to destroy it to have any hope of moving forward.



Rush the Chimera and grapple with it, as directed by the new commands on the screen. Jumping onto a larger enemy gives you the ability to attack it in different ways than you have on the ground. In this case, it helps you to disable two of the monster's heads. Destroying the goat and serpent heads is essential for reducing the damage output of the chimera. The serpent is especially foul because it spits a poisonous muck all over the room.



Grappling with an enemy takes Stamina. Your stamina is shown as an orange bar just below your Health in the lower section of the screen. Don't grapple when your stamina is low because you'll get knocked off quickly and be exhausted while the enemy is right next to you. Instead, rest at long range until your stamina is high and then push forward for a heroic assault.

When you're on top of the beast, use light attacks. Heavy blows do serious damage, but they cause your character to drop off of the enemy. It's better to use a heavy attack as a parting shot.

Position your character near the areas of the body that you want to attack. Damage against the serpent head hurts the overall creature and attempts to sever that part of the body. However, pounding on the goat head won't do anything to stop the serpent. Watch your character and what he or she is hitting to get an idea of how to move while grappling.

Help your team disable the Chimera's secondary heads and then wail on the main body. This is a good time to try out Weapon Skills. Look at your options menu if you don't know which button to use to access these attacks (it's on the right shoulder by default, but there are several command configurations). Hold down the Weapon Skill button and then press a second button to unleash your character's more powerful attacks.

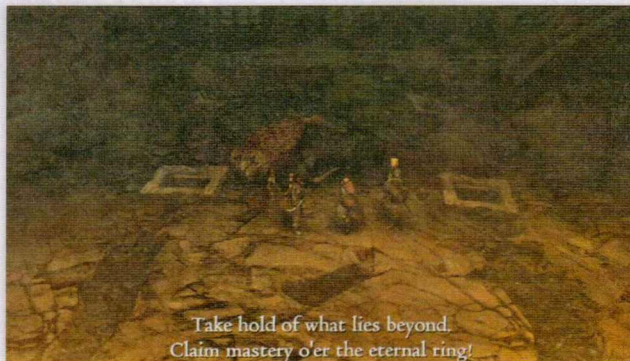
Try these out against the Chimera to deal more damage. If you get hurt in the process, back off and let your pawns heal you before wading back into the fray. Hold up your shield to block the lion's attacks if it gets close. By default, the shield is on the other shoulder of your controller.

Don't hold up your shield while regaining Stamina. You can't rest properly while defending yourself.

Hack at the Chimera until all three of its health bars are depleted. Your quest completes as soon as the creature dies! Though the Chimera gets more frantic as it nears death, the creature has fewer options because you have disabled one or two of its heads. Stay to the side or on its back, and all will be well.



The Chimera dies, but a mysterious voice beckons. It speaks in vague terms, and the story shifts.



CHARACTER CREATION

You are soon taken to the character creation screen. We covered this earlier in the guide, but we'll go over it again briefly here in case you need a primer.

YOUR CHARACTER'S GENDER

First, choose a gender for your character. In most games, the difference between Male/Female characters is trivial or non-existent, but that's not the case here. Male characters are larger and heavier, and that makes a difference when they're smashing things around. If you're leaning toward heavier weapons, males have an edge. If faster, more tactical play is your goal, females might be a better option.

Honestly, though, it's more important to play a character that you identify with. Even if larger males are better for pushing enemies around, you should play whatever you like. Women can still rip through their enemies, even in melee. And beyond that, you don't want every character to throw monsters

left and right. A monster that stays in place can be killed quickly.

The fight just becomes a bit more dangerous. In any event, pick your gender and be happy with the choice!

CHOOSE A GOOD NAME

Name your character. Then, choose a Moniker so that people online can see your name even if they don't share your language settings.



THE RIGHT BUILD

Characters have a number of builds to choose from. Look for something that fits both the personality you have in mind and the style of fighting that you prefer. As mentioned above, your size is a factor in combat. Big characters have more oomph for pushing things around, but don't expect them to be quite as light on their feet.

This game features collision detection, so big characters bump into more creatures and are less able to dart through the field of combat without being slowed by bouncing off of their enemies.

A VOICE

There are six vocal presets to choose from. Listen to each before selecting the one you like the most.

THE DEVIL IS IN THE DETAILS

If you chose something that you're already starting to doubt, don't fret. The game lets you go back and edit any of your choices before finalizing them. In addition, you don't have to accept the features from your preset. In fact, there is the option to "Edit Details" that lets you dramatically alter the visual look of your character. Try this out and see if you can make a character that's all your own.

Always look for the "Details" option in each of your choices. It's possible to change the color of your eyes and hair, the spacing of your features, and even add scars or makeup to your character. Don't be afraid to spend some serious time here. This character is going to be yours for as long as you want, and having a close connection with it is incredibly important.

When you're done with the process, confirm your character and start the next section of the game.



HARBINGER OF DESTRUCTION



Your new hero is a member of a seaside village. The skies are clear, the fish are being brought in, and all is well at first. Watch as a lovely day is darkened by the arrival of a powerful enemy.



Charge forward to attack the creature that arrives, but don't expect to kill it too quickly. You can swing at it time and time again, but the damage you do is trivial. After a few moments, a scene begins. Watch it. There is little that you can do at this time.

Once your hero awakes, take a look around the room. You're in a shack with a number of wounded villagers. A voice speaks, and you are then tasked with picking a vocation. Approach the table of equipment on the far side of the chamber. Examine the items and then select a vocation when the menu appears.

See the earlier chapter "Vocations" for help in determining which vocation to choose. Note that this selection is NOT something that you have to keep for the remainder of the game. Your hero can eventually switch vocations, learning skills from all of the classes.

After making your choice, search the room for some herbs, and talk to the wounded. Leave when you've made your choice and then listen to what your caregivers are saying. Quina is there. Talk to her briefly and then walk outside.

This is a good time to save your progress. Pause the game and select Save/Quit from the options that are presented. Save your game and then begin your adventure.

This is the end of the introduction. Your character is in the town of Cassardis. The surrounding area also has a military Encampment. Look up these areas to learn about the quests and enemies that you soon face.



ANCIENT QUARRY

AREA ENTRANCES

1 To the Estan Plains

2 To Devilfire Grove

LOCATIONS

3 Pressure Plate opening nearby gate

4 Gate (Locked)

5 Quarry Key

6 Strange Wall

7 Locked Door

(Requires Quarry Key)

8 Lever (Opens door next to it)

9 Barred Door

10 Abandoned Mine

11 Final Journal

WANDERING NPCs

ALON (MERCHANT)

After completing *Of Merchants and Monsters*
0000-2400: Inside Quarry

NILSON AND ROBYN

After completing *Of Merchants and Monsters*
0000-2400: Inside Quarry

SER SAMWELL AND SER CONSTAN

After completing *Of Merchants and Monsters*
0000-2400: Patrol inside Quarry

FORAGED ITEMS

CATEGORY	NAME
Grass	Greenwarish
Herbs	Gransys Herb
	White Sage
Fruit	Apple
	Berry
Mushrooms	Mushroom
	Large Mushroom
	Avernal Mushroom
	Shadowcap
Ore	Rock
	Copper Ore
	Silver Ore

CATEGORY	NAME
	Gold Ore
	Pretty Stone
Ore	Unremarkable Ore
	Firefly Stone
	Southron Iron
	Burst-Rock
	Ancient Ore
Other	Flammica
	Imperial Acid
	Hemp
	Tuft of Hair
	Cloudwine

MONSTERS

- Bats
- Snakes
- Combatants
- Spiders
- Ogres
- Wizards
- Rats



A	LOOT CHANCE
Iron Armguard	12%
Iron Cuirasses	12%
Iron Vest	12%
Sectional Iron Plate	12%
Iron Headgear	14%
Iron Helm	14%
Iron Manicae	12%
Iron Lorica	12%

B	LOOT CHANCE
Taglius's Miracle	25%
Steel Nut Salve	25%
Salomet's Secret	25%
Decoction of Bandilily	25%

C	LOOT CHANCE
Balmy Perfume	40%
Rousing Perfume	40%
Monk's Periap	10%
Veteran's Periap	5%
Banker's Periap	5%

D	LOOT CHANCE
Mounted Pale	5%
Tight Cinquede	5%
Bloodthirsty Beak	5%
War Blade	5%
Iron Beak	20%
Cutlass	20%
Thousand Troops	20%
Steel Greatsword	20%

E	LOOT CHANCE
Bronze Sallet	10%
Incognito Mask	15%
Large Coin Pouch	25%
Ogre Strategy Vol. 2	25%
Font of Vigor	25%

F	LOOT CHANCE
Ring of Gules	10%
Knight's Mantle	10%
Adventurer's Cloak	5%
Large Coin Pouch	40%
Angel's Periap	35%

G	LOOT CHANCE
Downcuffs & Cuirasses	10%
Battle Greaves	10%
Large Coin Pouch	30%
Conqueror's Periap	30%
Font of Vigor	20%

H	LOOT CHANCE
Thousand Troops	55%
Obliteratrix	15%
Reinforced Longbow	30%

I	LOOT CHANCE
Iron Hammer	70%
Scalding Razors	15%
Eden's Warden	15%

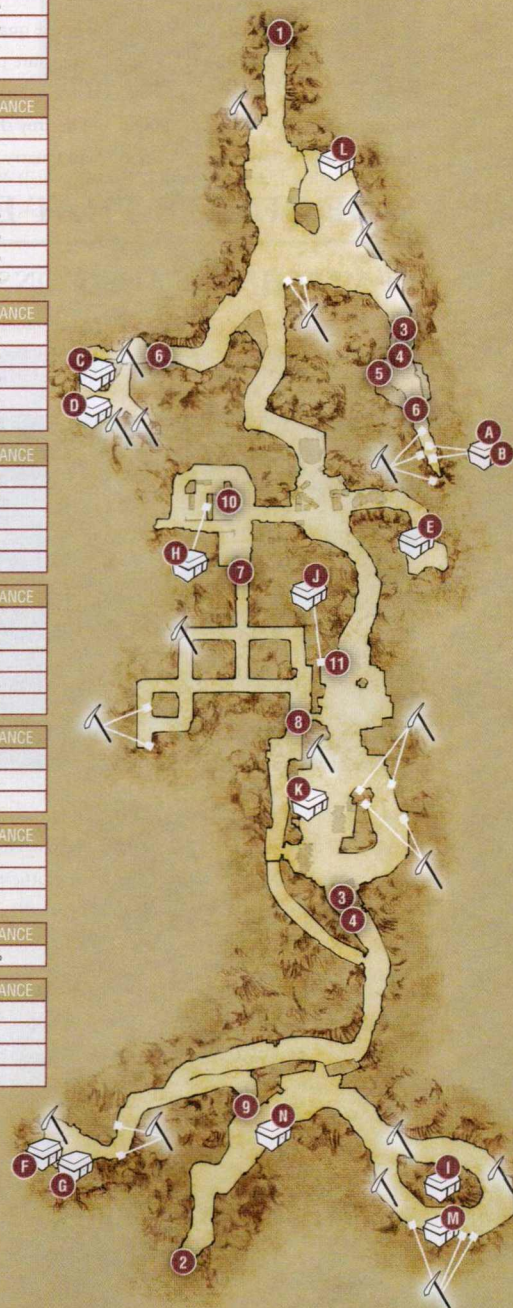
J	LOOT CHANCE
Final Journal Entry	100%

K	LOOT CHANCE
Bronze Bangles	15%
Iron Bracers	15%
Coin Pouch	40%
Dragon's Spit	30%

L	LOOT CHANCE
Feather-Light Pelta	15%
Steel Nut Salve	8%
Large Coin Pouch	37%
Hammer	40%

M	LOOT CHANCE
Bronze Cuirass	13%
Iron Lorica	13%
Helical Archistaff	12%
Ogre Bone	62%

N	LOOT CHANCE
Conqueror's Periap	45%
Dose of Strength	40%
Thunderclap	15%



BASIC INFORMATION

The Ancient Quarry is a dungeon running north to south, dividing the Gran Soren region from the wilderness near the Shadow Fort. The quarry is a superb spot for mining and for cutting travel times between these areas of Gransys.

The southern entrance is close to a Rest Camp. Your party can leave the caves, sleep, change skills, and even sell excess equipment there. The northern exit is so close to the capital that you can pop over to Gran Soren for any services that you need.

Initially, the Ancient Quarry is rather dangerous. Enemies with both spells and swords are living in the northern part of the cave, and several Ogres ensure that nothing wanders casually through the south side. Don't come here too early in your career, or it might be splattering time.

The main thoroughfare cuts down the center of the dungeon. You can't use it until several side areas are used to bypass locked doors. If you find yourself stuck while traveling through the quarry, there's always a route around your current impasse. Make sure to come down the back way to each door and destroy the bar on it. That lets your party move around much more quickly during future visits.

It's easiest to start from the northern end of the quarry and work your way south during the initial clearing. Use the pressure plate on the eastern side to open one gate (for treasure), and the next one in the central chamber to clear the southern route. Once you do that and destroy the bar on the southern door, it's easy to move through the Ancient Quarry.

Add More Weight

Pressure plates descend faster if you get your entire party's weight on top of them. It's even better if you manage to kill an ogre on top of the plates. They'll drop in no time if that happens!

SIDE QUESTS THAT BEGIN HERE

OF MERCHANTS AND MONSTERS



Begins: Talk to Alon outside of the Abandoned Quarry (Northern Entrance)
Ends: Once you have killed all three Ogres inside the Quarry and opened the gates
Reward: 8,500 Gold, 5,000 Experience, and 15 Rift Crystals

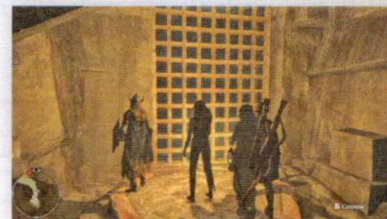


Alon is a traveling merchant. You can find him outside of the Abandoned Quarry, on the Gran Soren side of the dungeon. This guy wants to be able to use the dungeon as a safe shortcut between southern and central Gransys. It's a good idea, certainly. The only trouble is that the dungeon isn't safe to travel through at this time.

If you can go through, open the gates, and kill the Ogres inside, everything should come together. The gates are easy to open. All of them have either simple levers to pull or a standing stone that your hero should wait on top of for 30 seconds or so.

The difficulty lies in the "safe" part of the merchant's plan. The three Ogres inside the mine are vicious. Each takes a massive amount of punishment to kill.

Luckily, they are slow and don't go after your hero directly. Instead, they attack anyone close to their position. When you need healing, simply back away. The same goes for Stamina. With even a modest supply of healing herbs you can beat these Ogres at almost any level. It's only a matter of time.

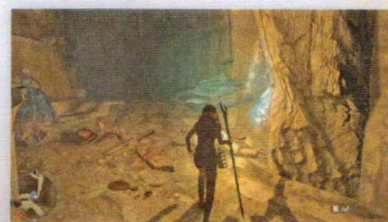


OGRE LOCATIONS:

- Southern end of quarry, near the exit
- Southern end of quarry, in the eastern loop with all of the metal veins
- Central section of the quarry (You can't miss this one)

Be sure to help your allies back up if they go down. Race in, save your pawn, and sprint away before the Ogre notices that you're there.

Once all of the work is done, leave the Quarry and talk to Alon. Doing this causes the Ancient Quarry to be taken over by workers. Alon sets up shop inside the Quarry. See the Shops section of this guide for a complete listing of his wares. No enemies respawn afterward, so you can run through with your eyes shut and still come out unscathed.



BARTA CRAGS

POINTS OF INTEREST

- Greatwall
- Miasmic Haunt
- Ophis' Domain
- Rest Camp of Greatwall
- Soulflater Canyon (West Entrance)

MONSTERS

- Chimera
- Cyclops
- Direwolves
- Hobgoblins
- Specters

BASIC INFORMATION

Barta Crag is the region of western Gransys that lies beyond the Ruins of Heavenspeak Fortress. The landscape is rough and hilly, and it's dangerous to walk around at night. Bring casters to defend against Specters, since they are physically immune. The nearby Miasmic Haunt also has some dangerous Undead.

Greatwall is near the northwestern corner of the area. You have some important questing to do there near the end of the game, but that's not the only reason to visit the fort. A Rest Camp is outside of Greatwall's gates, and you can restore your pawns, rest, and handle normal inn activities while you're there.

A large pond with thick, black water stagnates at the base of Greatwall. Don't run down the hill and wade in there. Doing so causes blindness that lasts for some time.

A wooden palisade marks Ophis' Domain, a curious place. A Cyclops lives there, but he doesn't appear to be that aggressive. He won't take a swing at anyone unless you attack him. The Bandits at Heavenspeak Fort seem to like the fellow, and their boss feeds him. Perhaps if you bring a Goblin here, the Cyclops will get to enjoy a light snack.

The Bandits will *not* be happy with you if you kill that Cyclops, so keep that in mind before you do anything violent.



BLIGHTED MANSE

AREA ENTRANCES

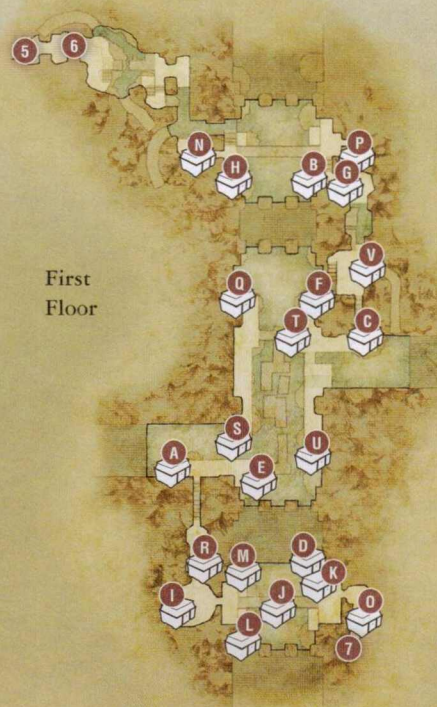
- 1 To Northface Forest
- 4 Stairs down to The Blighted Manse: First Level Underground
- 5 Stairs up to The Blighted Manse: First Floor
- 7 To Northface Forest

AREA LOCATIONS

- 2 Locked Gate
- 3 Receiving Room
- 6 Underground Corridor



First Level
Underground



First
Floor

A	LOOT CHANCE	F	LOOT CHANCE	J	LOOT CHANCE	O	LOOT CHANCE	U	LOOT CHANCE
Panacea	45%	Balmy Incense	35%	Throwblast	35%	Free-Spoken Earring	10%	Argence	10%
Giant Coin Pouch	2%	Giant Coin Pouch	12%	Royal Banner	12%	S'ight Earring	10%	Alchemickal Hcsen	25%
Shackle	7%	Liberating Brew	30%	Snakeskin Purse	7%	Giant Coin Pouch	35%	Brown Laced Leggings	25%
Royal Banner	16%	Snakeskin Purse	23%	Placative Brew	26%	Snakeskin Purse	12%	Interventive	20%
Silk	30%			Shackle	20%	Argence	10%	Balmy Incense	20%
		G	LOOT CHANCE	K	LOOT CHANCE	P	LOOT CHANCE	V	LOOT CHANCE
		Balmy Incense	35%	Giant Coin Pouch	41%	Noblewoman's Corset	20%	Balmy Incense	100%
		Harspud Sauce	12%	Salubrious Brew	18%	Lady's Corset	80%		
		Silk	7%	Wool-Cloth	15%			W	LOOT CHANCE
		Bottled Haste	26%	Silk	26%	Q	LOOT CHANCE	Giant Coin Pouch	35%
		Wool-Cloth	20%			Striker's Greaves	70%	Argence	12%
		H	LOOT CHANCE	L	LOOT CHANCE	Assailant's Bracers	30%	Jewel of Sleep	7%
		Light-Cure	35%	Raptor Cuisses	100%	R	LOOT CHANCE	Harspud Sauce	26%
		Giant Coin Pouch	20%			Red Over-Knee Boots	100%	Isometricine	20%
		Silk	25%	M	LOOT CHANCE	S	LOOT CHANCE	X	LOOT CHANCE
		Jewel of Petrification	20%	Balmy Incense	35%	Summery Cowl	50%	Balmy Incense	100%
		I	LOOT CHANCE	Ring of Sable	15%	Summery Pareo	50%	Y	LOOT CHANCE
		Mage's Talisman	20%	Ring of Argent	10%			Manse Key*	100%*
		Liquid Vim	30%	Interventive	20%	T	LOOT CHANCE		
		Staminal Drench	30%	Evil Eye Strategy Vol. 1	20%	Plucked Heart	100%		
		Balmy Incense	12%	N	LOOT CHANCE				
		Rousing Incense	8%	Recluse's Robe	100%				
E	LOOT CHANCE								
Maiden's Petticoat	50%								
Maiden's Camisole	50%								

*Appears if Aelinore dies or you fail *Duchess in Distress*

BASIC INFORMATION



The Blighted Manse is an estate that sits at the northern end of Gran Soren territory. If you're wondering, a manse is a clerical estate. Whichever cleric or minister settled this place had guts! The wilderness nearby is loaded with Wolves, Direwolves, Harpies, and even larger beasts. The roads aren't even that safe, so come prepared with a well-rested party if you're going to explore the north.

You can't enter the Blighted Manse in the early game. The guards simply won't let anyone enter by just strolling in out of the wilderness. To get in, you have to be on a quest to come to the Blighted Manse. There isn't much to steal inside the building, so that's also a deterrent.

The front entrance is easy to find; it's across a bridge and near the road. You can see it from a fair distance away. Anyone walking north of Gran Soren eventually stumbles into it. The rear entrance is more obscure. Take the road northwest from the Blighted Manse and look below the cliffs at the Healing Spring to find a cave that's been gated off. Initially, you don't have the means to open that either.

DUCHESS IN DISTRESS

When you come here during this quest, your hero steals into the estate by wearing a set of royal armor. Don't cause any trouble with the guards, and climb the circular stairways to the top of the building. Aelinore is up top, in the Receiving Room. Escort the lady down the stairs after switching back into your normal suit of armor. There isn't much point in subtlety when you're walking out with the Duchess in tow.

Now you can kill any of the guards that approach. They aren't very tough compared to the monsters that you fight in the wild. Just make sure that they don't get close to Aelinore.

Finding the Way Out

Use the door on the western side of the bottom level. That opens now that the Duchess is with you. Lead her into the basement, and carry her when the two of you reach the river below. Pick Aelinore up and jump across the gap. There are Bats to kill, but they're a nuisance more than an obstacle.

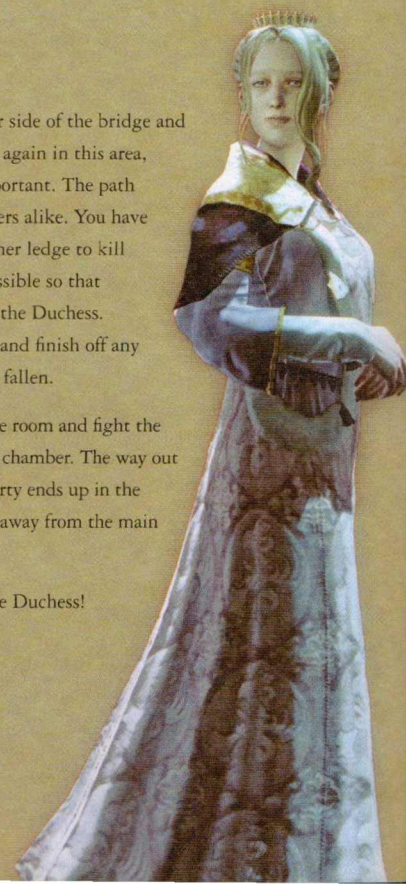
Keep carrying Aelinore for the next section. Jump down into the water across the way and keep going through the shadow until you find more solid ground farther ahead. Put Aelinore down when you reach the next group of guards, on a wooden bridge. Kill these men and loot the small room behind them.

The Archers' Ambush

Walk down the steps on the far side of the bridge and continue. You find your pawns again in this area, which is going to be quite important. The path ahead has swordsmen and archers alike. You have to get up onto the archers' higher ledge to kill them. Do this as quickly as possible so that random arrows don't puncture the Duchess. Kill the swordsmen as you go, and finish off any survivors after the archers have fallen.

Take the southern exit out of the room and fight the last group of guards in the next chamber. The way out isn't far from there, and your party ends up in the Gransys Wilderness, somewhat away from the main entrance of the building.

And with that, you've saved the Duchess!



BLUEMOON TOWER

AREA ENTRANCES

- 1 Exit to Pastona Cavern
- 3a To The Bluemoon Tower: Second Floor
- 3b To The Bluemoon Tower: First Floor
- 4a To The Bluemoon Tower Second Floor
- 4b To The Bluemoon Tower: First Floor

LOCATIONS

- 2 Door (Only unlocked if on *Griffin's Bane*)
- 5 Tower Summit
- 7 Barred Gate

IMPORTANT ITEMS

- 6 Portcrystal

FORAGED ITEMS

CATEGORY	NAME
Grass	Bladeleaf
	Rock
	Pretty Stone
	Silver Ore
	Fuligin Ore
Ore	Alluvial Yore-Ore
	Copper Ore

CATEGORY	NAME
Ore	Gold Ore
	Lodestone
	Sorrowstone
Other	Flammica
	Hemp
	Cloudwine

MONSTERS

- Griffin
- Skeleton Mage
- Snow Harpies
- Undead Warrior



A	LOOT CHANCE
Interventive	40%
Master's Merle	15%
Iron Bandings	5%
Large Coin Pouch	20%
Peppermint Seed	20%

B	LOOT CHANCE
Trooper Outfit	50%
Silver Chestplate	15%
Jewel of Health	35%

C	LOOT CHANCE
Harpy Cloak	75%
Gryphic Cloak	25%

D	LOOT CHANCE
Nimble Earring	40%
Iris Ring	20%
Chimera Strategy Vol. 2	40%

E	LOOT CHANCE
Salubrious Brew	25%
Giant Coin Pouch	25%
Goddess Cameo	5%
Throwblast	20%
Blast Arrow	25%

F	LOOT CHANCE
Red Leather Armor	65%
Rex Lion Padding	10%
Golem Strategy Vol. 2	25%

G	LOOT CHANCE
Sectional Iron Plate	50%
Chimeric Half Plate	15%
Jewel of Health	35%

H	LOOT CHANCE
Salubrious Brew	55%
Harspud Sauce	45%

I	LOOT CHANCE
Divine Axis	15%
Fiery Talon	15%
Morgenstern	70%

J	LOOT CHANCE
Bespoke Longbow	15%
Chimeric Sabatons	5%
Silver Ring	10%
Large Coin Pouch	30%
Vigor Extract	20%
Serenity Extract	20%

K	LOOT CHANCE
Gryphic Greavas	25%
Assassin's Breeches	40%
Griffin Strategy Vol. 2	35%

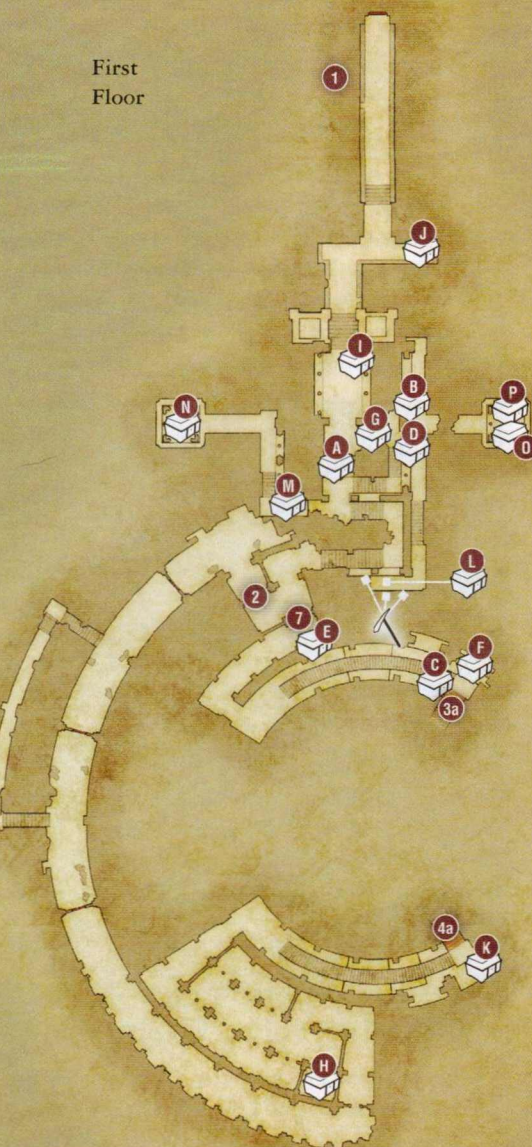
L	LOOT CHANCE
Gryphic Gauntlets	25%
Grant Surcoat	40%
Jewel of Endurance	35%

M	LOOT CHANCE
Gryphic Helm	25%
Vouge Daggers	40%
Violet Ring	35%

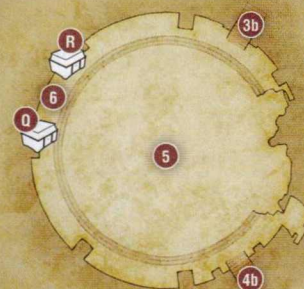
N	LOOT CHANCE
Twilight Hood	90%
Plated Coat	10%

O	LOOT CHANCE
Anchor to Heaven	85%
Crescending Roar	15%

P	LOOT CHANCE
Fluted Bow	15%
Hunter's Bow	5%
Assailant's Bracers	80%



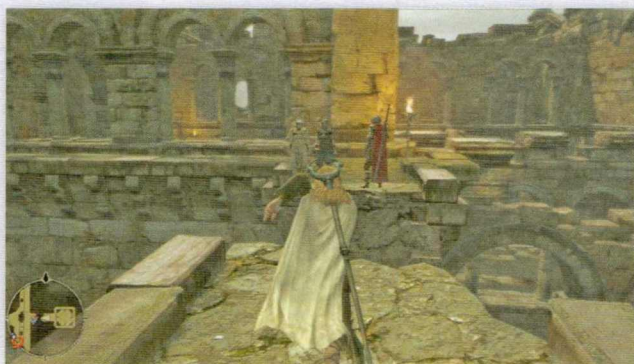
Second Floor



BASIC INFORMATION

Bluemoon Tower is almost the definition of an out-of-the-way place. To get there from Gran Soren, take the north road past Windbluff Tower and continue east when the road finally splits. Push through the windy valley and through craggy terrain with Bandits, Undead, and the occasional Golem. Finally, you'll get to the tower. If at all possible, bring a ferrystone. Though costly and rare, these items make the journey back to Gran Soren in the blink of an eye. It's a major time saver.

Snow Harpies, Skeleton Mages, and Undead Warriors control the ruined castle, but they aren't the biggest threat (even if the Griffin isn't around). Indeed, it's the treacherous footing in Bluemoon Tower that gives the location such a grim reputation. It's easy to fall off (or get knocked off of) the narrow stairs and ledges. This can lead to instant death. While that might be better than a lingering death, it's still not what you're looking for.



Protect yourself, save often, and watch your pawns. It's easy to stop and say "Hey, where is my buddy? Oh." It's far better to realize they're missing when the fall happens and to quickly reload. If you don't know what's going on, the game might hit an autosave point and lose you that pawn entirely.

Coming Here Early

You can enter Bluemoon Tower before starting *Griffin's Bane*, but most of the tower is locked at that time. You can only explore the initial few rooms and grab a couple chests of treasure.

KILLING THE GRIFFIN

After driving the Griffin back to its lair in the early stage of the *Griffin's Bane* quest, your party must siege this tower and find the beast before it heals. Meet Ser Georg at the front of the tower, and then fight from the northern entrance toward the southern portion of the castle. That's where the actual tower is located, and the Griffin is supposed to be somewhere at the top.



Use the treacherous staircases to maneuver through the area. Kill the Snow Harpies and Undead as they rise.

Give Yourself Room

Take the time to position your hero in the middle of the staircases and ledges. If you're knocked down, this gives you room to get up without being pushed to your death. Similarly, fight enemies when they have their backs to the edge. A single knockdown can kill your target without any mess or counterattacks.



Things look dire when you bump into Ser Georg again. His men are on the run around the perimeter of the tower complex. Help his soldiers smash through a closed gate, heading west (counterclockwise around the tower). Hack at the bar with whatever weapons you have. It takes several rounds of attacks to break the heavy bar. Don't turn around to look at the Griffin; it's bad luck and the time lost could be better spent getting through the gate!

Repeat the gate crashing in the next area. Don't be distracted, and don't try to fight the Griffin. This is not the best place for that.



The third gate in the series is one that cannot be broken by your weapons. Instead, protect yourself from the Griffin's attacks when it descends. Don't hit back; just wait the monster out. The Griffin eventually destroys the gate by itself.

Run up to the roof with Georg and his men. An awesome battle occurs there as all of you attempt to slay the beast.

NO MERCY FOR THE GRIFFIN

Stats

ATK	DEF	MAGICK ATK	MAGICK DEF
800	240	830	280

Though you don't have as many allies this time around, the Griffin has his back up against a wall. It won't fly nearly as much, and it doesn't have the option to flee. Rush the flanks and keep pressure on the monster as much as possible. When it turns toward your character, dash away and fight defensively until it picks a new target.

If you helped Steffen (in *A Troublesome Tome*), he'll show up in the middle of this encounter. His magical attacks help considerably. The fight is winnable with or without him, but extra firepower is always welcome.



Fire attacks do very well against Griffins. If you're a Warrior, work the wings and legs while the Griffin is mobile. When the creature falls, charge over to its head and slam its face with your strongest attacks. You can do more damage in those brief moments than in the entire rest of the fight!

If you're impatient, attack the head even while the Griffin is active. Though rewarding in terms of damage delivered, you are likely to get slapped around by the beast from time to time. Don't wait for your party's healers to restore your Hit Points; use herbs immediately. A couple of hits in a row could put your hero down, losing the fight instantly. Don't be gutsy like this if you're low on herbs.

Also, avoid climbing onto the griffin's back. It's great at shaking people off, burning through their Stamina, and then smashing them into the ground.

Search the roof once the Griffin is dead. There is money all over the place. A couple of chests are there too, and they often have very good treasure. That's not all! There is another toy that you need to loot before walking off. The Griffin's treasure trove had a portcrystal.

Now You Have a Portcrystal

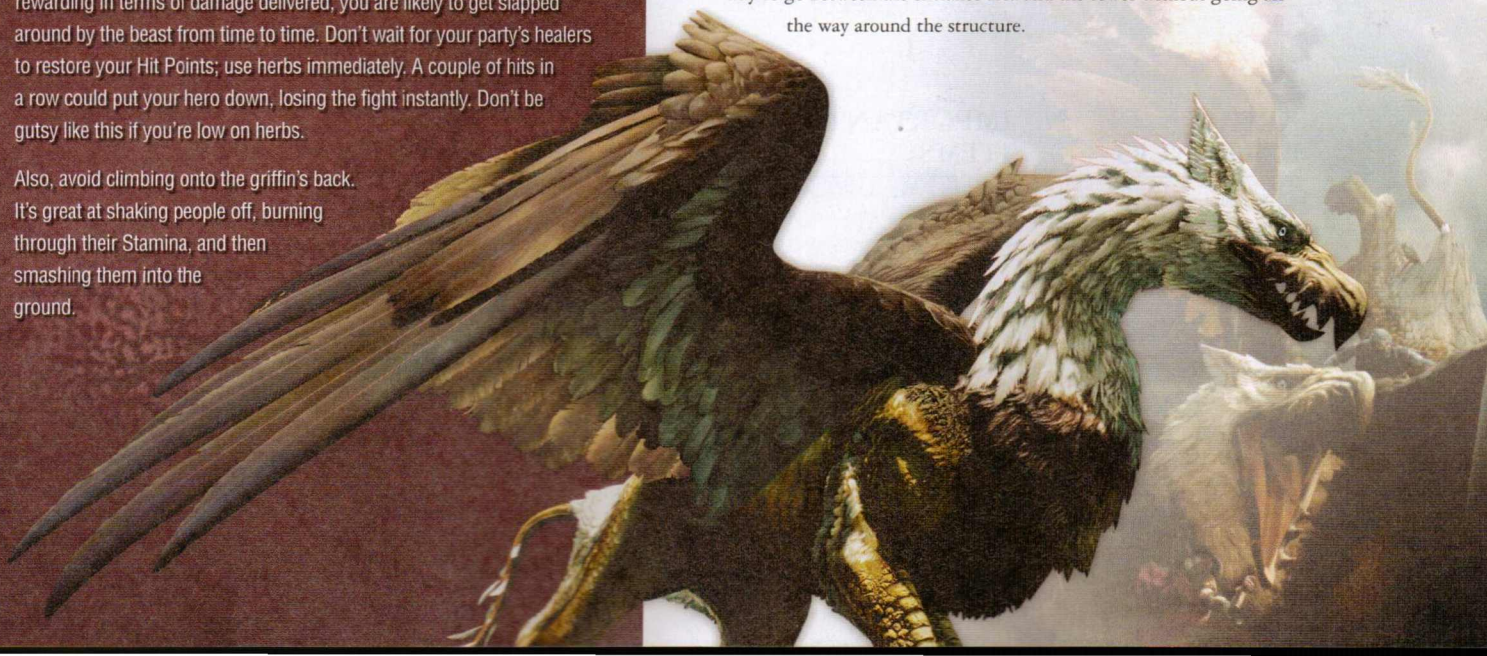
Portcrystals let your hero teleport to an area besides Gran Soren. As the instructions say, you cannot place them inside dungeons. But, if you have a favorite area to hunt for monsters, collect items, or adventure, they're amazing. You can cut travel time by a ludicrous margin if you know what you're doing.

Placing the stone in the far south or west of Gransys can change many quests. You will also be happy to know that Portcrystals of this sort can be picked back up. You can deploy the stone in an area where you're doing heavy work at a given time and then recover it later if you switch locations.

Also, your ferrystones give you a choice (to port to Gran Soren or any stones that are deployed). As such, you lose nothing by using Portcrystals on a frequent basis.



On your way out of the dungeon, take the northern stairway down from the tower. Your group comes to a door that is barred; destroy that and you have a way to go between the entrance area and the tower without going all the way around the structure.



CASSARDIS

A	LOOT CHANCE
Coin Pouch	65%
Flammica	15%
Cloudwine	20%

B	LOOT CHANCE
Coin Pouch	30%
Conqueror's Periapt	70%

C	LOOT CHANCE
Light-Cure	70%
Seeker's Token	30%

D	LOOT CHANCE
Cloudwine	40%
Footstool	45%
Seeker's Token	15%

E	LOOT CHANCE
Interventive	15%
Harspud Juice	40%
Cloudwine	45%

F	LOOT CHANCE
Mage's Periapt	23%
Demon's Periapt	23%
Conqueror's Periapt	20%
Angel's Periapt	24%
Saurian Strategy Vol. 1	10%

G	LOOT CHANCE
Dessicated Herbs	100%

H	LOOT CHANCE
Leather Bandings	30%
Wooden Bands	35%
Talismanic Beads	35%

I	LOOT CHANCE
Hemp	15%
Cloudwine	15%
Coin Pouch	70%

J	LOOT CHANCE
Coin Pouch	65%
Flammica	15%
Cloudwine	20%

K	LOOT CHANCE
Interventive	15%
Harspud Juice	40%
Cloudwine	45%

L	LOOT CHANCE
Flammica	45%
Hemp	40%
Pickled Mushrooms	15%

M	LOOT CHANCE
Cloudwine	40%
Footstool	45%
Seeker's Token	15%

N	LOOT CHANCE
Flammica	45%
Hemp	40%
Pickled Mushrooms	15%



AREA ENTRANCES

- 1 To Seabreeze Trail
- 2 To Driestone Cave

IMPORTANT ITEMS

- 25 Scriptures

LOCATIONS

- | | | | | |
|-----------------------|----------------------|----------------------|----------------------|--|
| 3 Chief Adaro's House | 8 Barn | 13 Fisherman's House | 18 Fisherman's House | 23 Rift |
| 4 Village Pier | 9 Benita's House | 14 Inez's Alehouse | 19 Village Chapel | 24 Rift to Chamber of Lament (New Game+) |
| 5 Fisherman's House | 10 Heraldo's Grocery | 15 Fisherman's House | 20 Starfall Bay | |
| 6 Fisherman's House | 11 Aestella's | 16 Pablos' Inn | 21 Notice Board | |
| 7 Your House | 12 Iola's House | 17 Fisherman's House | 22 Knowledge Chair | |

WANDERING NPCs

ADARO

Before Off With Its Head
0500-0700: Home
0700-1200: Pablos' Inn, 2nd floor, church
1200-2200: Returns home
2200-0500: Home
After Off With Its Head, Post Game
0500-0700: Home, working
0700-1200: Goes to church
1200-2200: Returns home from church
2200-0500: Home, in kitchen

AESTELLA (ITEM SHOP)

0500-2200: Aestella's Sundries
2200-0500: Closes store, returns home

ALEJO

Before Off With Its Head
0000-2400: Valmiro's house
After Off With Its Head, Post Game
0800-1200: Beach
1200-1800: Fish dryers, Chief Adaro's house, wanders
1800-2200: Beach
2300-0800: Returns home

ALETHEA

Before Off With Its Head, Post Game
0500-1000: Home, outside
1000-2000: Church
2000-0500: Returns home
After Off With Its Head
0500-1000: Home, outside
1000-1600: Shopping district
1600-2000: Church
2000-0500: Returns home

ALITA

1100-1800: Church
1800-1100: Returns home

ANSELL

Before Off With Its Head
Not in Cassardis
After Off With Its Head, Post Game
0830-2100: Shopping district, overlook near graves, beach
2100-0820: Returns to Chief Adaro's house

ARNOT

After Off With Its Head, Post Game
0300-0900: In front of church
0900-1700: Enters and exits church
1700-0300: Tavern

AUSTER

0500-2000: Church
2000-2200: Back of church
2200-0500: Church

BARTEN

Before Off With Its Head, Post Game
0700-1200: Workshop
1200-1830: Aestella's Sundries
1830-2200: Workshop
2200-0700: Returns home
After Off With Its Head
0630-0730: Student's room
0730-1200: Workshop
1200-1800: Aestella's Sundries
1800-2200: Workshop
2200-0630: Returns home

BENITA (QUEST GIVER)

0500-1200: Goes to store
1200-1800: In front of well
1800-2200: Goes to store
2200-0500: Closes store, returns home

CHAS

0000-2400: Village overlook

CHAVES

After Off With Its Head, Post Game
0800-1200: Returns to fish shop
1200-1600: In front of inn, store
1600-0800: Goes to the bar

CLEMENTE (QUEST GIVER)

0500-0600: Church
0600-2000: Near entrance
2000-2200: Back of church
2200-0500: Church

ELONZO

Before Off With Its Head
0700-1100: Workshop
1100-1600: Fish dryer's to work
1600-2200: Returns to workshop
2200-0700: Returns home

Stays until 1600 if you have not completed *Floral Delivery*.

ELVAR (QUEST GIVER)

Before Off With Its Head, Post Game
1100-1800: Church
1800-1100: Returns home
After Off With Its Head
1100-1800: Beach
1800-1100: Returns home

EMA

0930-1800: Returns to town, barn, well
1800-0930: Exits town

ESTEVON

After Off With Its Head, Post Game
0900-1200: Returns to town, beach
1200-1800: Beach
1800-0900: Leaves town

FREDRO

After Off With Its Head, Post Game
0730-2200: Fish dryers
2200-0730: Returning home

GRECIO

Before Off With Its Head
1600-2100: Returns to town, Chief Adaro's house
2100-1600: Leaves town
After Off With Its Head, Post Game
Not in Cassardis

HERALDO

0500-0900: Leaves town
0900-1200: Returns to town, store
1200-1800: In front of Pablos' inn
1800-2200: Store
2200-0500: Closes store, returns to house

INEZ

0800-1200: Closes store, returns to house
1200-1600: Shopping district
1600-0800: Store

IOLA (ITEM SHOP)

0500-1200: Dry Goods Shop
1200-1800: Near well
1800-2200: Dry Goods Shop
2200-0500: Closes store, returns home

JANIELLE

Before Off With Its Head
0000-2400: Pablos' Inn, 2nd floor
After Off With Its Head, Post Game
1100-1900: Returns to town, store
1900-1200: Leaves town

JAQUAN

After Off With Its Head, Post Game
0730-1110: Workshop
1110-1500: Beach
1500-2200: Workshop
2200-0730: Returns home

LAZORO

Before Off With Its Head
0000-2400: Chief Adaro's house
After Off With Its Head, Post Game
1130-1800: Returns to town, beach, church
1800-2200: Chief Adaro's house
2200-1130: Leaves town

LESIA

0500-1200: Fish dryer's
1200-1600: Store
1600-2200: Fish dryer's
2200-0500: Closes store, returns home

LEWES

Before and After Off With Its Head
1000-1800: Beach, Church
1800-1000: Returns home
Post Game
1000-1800: Church
1800-1000: Returns home

MADELEINE (QUEST GIVER)

0600-1200: Pablos' Inn, 1st floor
1200-1800: Pablos' Inn, bar
1800-2200: Store, Pablos' Inn, 2nd floor
2200-0600: Pablos' Inn, 2nd floor

MARTHENA

0500-1300: Store, Plaza, returns to store
1300-1830: In front of Aestella's store
1830-2200: Store
2200-0500: Closes store

MAYRA

0800-1200: Home
1200-1800: Church
1800-0800: Home

MERIN

Before Off With Its Head, Post Game
0800-1600: Descending cliff
1600-0800: Returning home
After Off With Its Head
0800-1600: Descending cliff
1600-2300: Bar
2300-0800: Returns home

PABLOS' (INNKEEPER, STORAGE, QUEST GIVER)

0000-2400: Pablos' Inn

PIKE

After Off With Its Head, Post Game
0600-1700: Church
1700-2100: Pablos' Inn, hill near fish dryer's
2100-0600: Hill near fish dryer's

POLL (QUEST GIVER)

1800-2300: Returns to Pablos' Inn
2300-1800: Chief Adaro's house, Beach, Church, Town Overlook.

QUINA

Before Off With Its Head
0700-0930: Chief's office
0930-1200: Your house
1200-1630: Outside to forage
1630-2200: Church
2200-0700: Home
After Off With Its Head
0700-0930: Chief's office
0930-1200: Your house
1200-1630: Outside to forage
1630-2200: Church
2200-0700: Home*

*After you receive Wyrnhunt License, goes to church

RAMON

Before Off With Its Head
0000-2400: Pablos' Inn, 2nd floor
After Off With Its Head, Post Game
0800-1800: Returns to town, Wharf
1800-0800: Leaves Town

REYNARD*

0600-0800: Returns to town, near fish shop
0800-2200: Near fish shop
2200-0600: Leaves town

*Appears in many places, this is his schedule when in Cassardis

ROJAY

Before Off With Its Head
0500-2200: Beach
2200-0500: Pablos' Inn, 2nd floor

ROBBIC

0800-1200: Hill near church, near Chief Adaro's house
1200-1800: Near Pablos' Inn
1800-0800: Bar

SENTENA

Before Off With Its Head
0000-2400: Pablos' Inn, 2nd floor
After Off With Its Head, Post Game
1100-1800: Returns to town, store
1800-1100: Leaves Town

TOMLIN

After Off With Its Head, Post Game
0720-1730: Beach
1730-0720: Returns to Chief Adaro's house

VALMIRO

1000-1800: Wharf
1800-1000: Returns Home

FORAGED ITEMS

CATEGORY	NAME
Grass	Greenwarish
	Potent Greenwarish
	Mithridate
Herbs	Bringbout
	Gransys Herb
Flowers	Moonglow*
	Sweet Pollen

CATEGORY	NAME
Fruit	Berry
	Apple
	Carrot
Vegetables	Pumpkin
Mushrooms	Mushroom

CATEGORY	NAME
Fish	Small Fish
	Large Fish
	Fishing Bob**
Ore	Rock
	Cassardite
	Pretty Stone

CATEGORY	NAME
Books	Goblin Strategies
	Wolf Strategy Vol. 1
	Blank Scroll
Other	Hemp
	Wool-Cloth

*Only from 8pm to 5am

**Only when failing while fishing

STORES

AESTELLA'S SUNDRIES

CURATIVES	WEIGHT	COST	WHEN AVAILABLE
Greenwarish	0.10	70	Stage 1
Mithridate	0.13	120	Stage 1
Bringbout	0.20	600	Stage 2
Bottled Haste	0.13	160	Stage 2
Eyedropper	0.11	240	Stage 2
Throat Drops	0.15	280	Stage 2
Placative Brew	0.43	280	Stage 2
Liberating Brew	0.13	280	Stage 2
Purifying Brew	0.18	800	Stage 6
Secret Softener	0.15	500	Stage 6
Dose of Strength	0.15	150	Stage 6
Dose of Courage	0.15	150	Stage 6
Warlock's Draught	0.15	150	Stage 6
Cleric's Draught	0.14	100	Stage 6
Isometricine	0.66	1,000	Stage 6
Interventive	0.42	1,300	Stage 1
Light-Cure	0.43	1,600	Stage 6
Panacea	0.59	2,500	Stage 7
TOOLS	WEIGHT	COST	WHEN AVAILABLE
Lantern	0.60	1,500	Stage 1
Pickaxe	0.60	250	Stage 1
Airtight Flask	0.45	320	Stage 1
Empty Flask	0.12	20	Stage 1
Flask of Water	0.21	90	Stage 1
Flask of Oil	0.27	175	Stage 1
Pilgrim's Charm	0.61	70,000	Stage 7
Poison Arrow	0.01	6	Stage 1
Blinder Arrow	0.03	8	Stage 4
Sleeper Arrow	0.02	18	Stage 2
Oil Arrow	0.01	7	Stage 1
Blast Arrow	0.27	170	Stage 7
Throwblast	0.27	1,210	Stage 1
Dragon's Spit	0.20	980	Stage 1
WEAPONS	WEIGHT	COST	WHEN AVAILABLE
Iron Sword	1.32	1,000	Stage 1
Trusty Sword	1.47	2,700	Stage 2
Bastard Sword	1.92	115,000	Stage 7
Ingot Club	2.24	134,800	Stage 7
Flamberge	3.03	164,800	Stage 7
Cassardi Flamberge	3.95	228,000	Stage 6 with Friendship 650+
Chestcaver	8.41	184,500	Stage 7
Criteria	0.74	1,000	Stage 1
Throatcutters	0.81	2,520	Stage 2
Bardiche Daggers	0.89	91,700	Stage 7
Wooden Staff	0.65	1,000	Stage 1
Ironclad Staff	1.13	2,570	Stage 2
Cast Stone	1.29	97,800	Stage 7
Solar Numen	1.38	138,900	Stage 7
Round Shield	1.21	800	Stage 1
Pelta	1.34	2,160	Stage 2
Scarred Sentinel	1.78	71,300	Stage 7
Blue Kite Shield	2.67	106,400	Stage 7
Shortbow	0.47	600	Stage 1
Hunter's Bow	0.60	46,500	Stage 7
Plain Longbow	1.25	77,800	Stage 7
Terminal Gyre	0.35	85,400	Stage 7
HEAD	WEIGHT	COST	WHEN AVAILABLE
Leather Cap	0.32	480	Stage 2
Red Leather Cap	0.46	8,360	Stage 4
White Cap	0.66	4,650	Stage 4
Iron Helm	1.76	32,400	Stage 7
Iron Headgear	0.88	24,840	Stage 7
Twilight Hood	0.81	26,800	Stage 7

TORSO	WEIGHT	COST	WHEN AVAILABLE
Traveler's Shirt	0.21	340	Stage 1
Hemp Shirt	0.25	1,140	Stage 2
Linen Shirt	0.27	1,050	Stage 2
Tunic	0.28	330	Stage 1
Cotton Tunic	0.23	2,840	Stage 4
Forest Tunic	0.29	18,300	Stage 7
Quilted Jerkin	0.28	3,210	Stage 6
Faded Vest	1.34	360	Stage 1
Skull Belts	0.76	840	Stage 1
Leather Jacket	0.94	730	Stage 1
Leather Belts	0.64	2,880	Stage 2
Chestguard	0.70	3,120	Stage 2
Sectional Iron Plate	2.74	43,200	Stage 7
Bronze Lorica	1.34	6,740	Stage 4
Leather Protector	1.63	12,700	Stage 4
Iron Lorica	1.65	37,800	Stage 7
Shabby Robe	0.84	670	Stage 1
Healer's Robe	0.71	2,160	Stage 2
Scholar's Coat	0.89	2,540	Stage 2
Magician's Surcoat	0.96	35,100	Stage 7
ARMS	WEIGHT	COST	WHEN AVAILABLE
Wooden Bands	0.22	160	Stage 1
Talismanic Beads	0.18	120	Stage 1
Funnybone Guards	0.36	1,040	Stage 2
Scholar's Bangle	0.44	960	Stage 2
Bronze Bangles	0.78	2,850	Stage 4
Hand Covers	0.52	4,180	Stage 4
Novice's Bracers	0.75	1,320	Stage 2
Leather Gloves	1.02	8,740	Stage 4
Iron Armguard	1.89	25,920	Stage 7
Iron Manicae	1.34	22,350	Stage 7
LEGS	WEIGHT	COST	WHEN AVAILABLE
Short Pants	0.16	240	Stage 1
Traveler's Tights	0.31	230	Stage 1
Cotton Hosen	0.27	210	Stage 1
Hemp Hosen	0.27	960	Stage 2
Worker's Pants	0.29	840	Stage 2
Yellow Gaiters	0.15	2,150	Stage 4
Brown Leathers	0.26	5,100	Stage 4
Leather Shoes	0.65	280	Stage 1
Scholar's Boots	0.82	1,080	Stage 2
Fur Greaves	1.01	1,310	Stage 2
Riveted Boots	1.41	3,880	Stage 4
Budget Greaves	1.18	420	Stage 1
Iron Cuisse	2.75	29,160	Stage 7
Leather Cuisse	0.86	370	Stage 1
Chainmail Skirt	1.64	27,200	Stage 7
ACCOUTREMENTS	WEIGHT	COST	WHEN AVAILABLE
Shoulder Cape	0.34	3,300	Stage 2
Scholar's Cape	0.73	3,600	Stage 2
Feather Cape	0.28	4,800	Stage 6
Happy Cloak	1.16	5,300	Stage 7

IOLA'S SUNDRIES

CURATIVES	WEIGHT	COST	WHEN AVAILABLE
Greenwarish	0.10	70	Stage 1
Mushroom	0.09	50	Stage 1
Berry	0.06	50	Stage 1
Twigbean	0.03	25	Stage 1
Carrot	0.12	75	Stage 1
Desiccated Herbs	0.23	270	Stage 2
Pickled Mushrooms	0.14	800	Stage 2

Harspud Milk	0.30	850	Stage 1
Harspud Juice	0.45	1,750	Stage 2
Harspud Sauce	0.60	2,500	Stage 4
Absorbent Rag	0.07	120	Stage 1
Clean Cloth	0.06	120	Stage 1
Smother Sap	0.15	160	Stage 1
Spicy Mushroom Tea	0.19	160	Stage 1
Detoxifying Powder	0.24	800	Stage 7
Peppermint Seed	0.20	2,400	Stage 7
Oak Leaf Oil	0.33	1,600	Stage 7
Vigilite	0.40	2,400	Stage 7
Throat Remedy	0.19	2,800	Stage 7
Drop of Deliverance	0.31	2,800	Stage 7
Frozen Holy Water	0.37	8,000	Stage 7
Cockatrice Liquor	0.32	5,000	Stage 7
Font of Vigor	0.33	1,500	Stage 7
Font of Constitution	0.33	1,000	Stage 7
Warlock's Incense	0.26	1,500	Stage 7
Cleric's Incense	0.26	1,000	Stage 7
TOOLS			
Airtight Flask	0.45	320	Stage 1
Empty Flask	0.12	20	Stage 1
Flask of Water	0.21	90	Stage 1

Flask of Oil	0.27	175	Stage 1
Kindling	0.09	50	Stage 1
MATERIALS			
Hemp	0.15	300	Stage 1
Wool-Cloth	0.33	1,050	Stage 2
HEAD			
Farewell Hood	0.46	2,960	Stage 2
TORSO			
Cassardi Shift	0.16	270	Stage 1
Fine Cassardi Shirt	0.29	800	Stage 2
Cloth Shirt	0.52	300	Stage 1
Set of Fisherman's Garb	0.96	3,400	2nd playthrough
ARMS			
Farewell Gloves	0.55	2,480	Stage 2
LEGS			
Cassardi Trousers	0.18	180	Stage 1
Fine Cassardi Hosen	0.23	760	Stage 2
Plebian Trousers	0.34	200	Stage 1
Cassardi Greaves	1.06	330	Stage 1
ACCOUTREMENTS			
Farewell Cloak	0.58	3,600	Stage 2
Shed Cape	0.41	2,400	Stage 2

BASIC INFORMATION

Cassardis is the starting town, but don't let that fool you. *Dragon's Dogma* is filled with quest content, and you end up doing quite a few things here if you're interested in helping people and getting paid for it. Return to Cassardis every time the story hits a milestone and see what has changed.

The chief's house is on the upper side of town. The streets run downhill from there. Leave the building where you woke up and explore the town. Unmarked houses have modest loot, but there isn't much that's worth your time. Instead, focus on the stores and the inn. These have better treasure to pilfer (and nobody gets upset that you're stealing all of their goodies). Take items from dressers, tables, armoires, and so forth. Sell spare items for extra gold when you're trying to get better gear for your hero.

Ye Merry Olde Notice Board

Many of the early quests are found at the inn. A Notice Board inside the building lists quests that are available. Similar boards are found throughout the world of Gransys. They're shown on your mini-map and should always be a point of interest.

You can clear all of the quests early in the game, but more of them appear periodically. This is not based on time in the world, but instead by how far you've gotten in the game itself.



Getting Some Gear

Don't wander away from the village until you've gotten yourself some real equipment. The items that you have now are serviceable (at best). But you can afford to do better than that. Explore the village and look for a store that's run by Aestella. Her store's icon on the mini-map looks rather martial. And, indeed, she sells primarily weapons and armor. Buy better equipment from her.



When your hero tries to leave town, a gateway appears. A pawn falls through the gate and practically bumps into you. Seeing this, a villager comes forward to explain some of this curious activity. He talks about pawns and their strange lack of will or personal drive. He also says that there is an Encampment nearby where there are likely to be more pawns. This triggers a quest (*Upon a Pawn*).

Take the pawn to the Encampment to fulfill the quest. You only have to walk for a few minutes to get where you're going.



If you've spent a long time wandering around town, consider resting at the inn before leaving the area. Sleeping until morning ensures that you aren't caught outside in the darkness. This is also a great time to save your game.

STORY QUESTS THAT BEGIN HERE

UPON A PAWN



Begins: When your hero first tries to leave Cassardis

Ends: After you have lead the pawn to the Encampment, west of Cassardis

Reward: 800 Gold, 300 Experience, and 3 Rift Crystals



Use the gate on the west side of town to exit Cassardis and then keep to the road. Your friendly pawn stays close by, and soon there is action to test your mettle. A Peddler is under attack! Rush the three Goblins that are assaulting the man and beat them down. Your pawn assists throughout the fight, so there isn't much danger.

That said, you can still start to learn the basics of combat with your new hero. As you did earlier, alternate between light and heavy attacks to get the feel for them. Push around the Goblins to ensure that they don't gang up on you. And, when possible, keep your current target between your hero and its buddies. That way, the other Goblins can't attack you without going around their friend first. It buys you more time.



You should be safe once all three of the Goblins have been slain.

The peddler is named Reynard. He is happy to have survived the encounter and gives your hero a leather cape as a reward. Go into your equipment menu and equip the cape for extra defense.

SEARCH PARTY

Almost all quests in the game have a set starting area, but Search Party is a rare exception. Reynard offers this quest to your hero as long as you save the merchant from the Goblins here and then purchase at least ten items from the traveling merchant over the course of the game.

Once that happens, look for scrap iron. Give that to Reynard and then purchase 15 more items.

Find a Miasmite Shard next, and buy 25 more goods or services. Equipment upgrades count toward this total, so that's one way to save cash if you were planning to upgrade something anyway.

Finally, get six journal entries while traveling around the world. These are found in: The Venerly (Gran Soren), Encampment, Ancient Quarry, Catacombs, Soulflyer Canyon, and near the Miasmic Haunt.

Once the encounter is over, continue along the road. Run all the way to the Encampment. This completes *Upon a Pawn* and gives you access to a new area.

SIDE QUESTS THAT BEGIN HERE

A DARK CHORUS

Begins: At the Cassardis Notice Board (after going to Gran Soren)

Ends: Once you have killed 10 Harpies

Reward: 500 Gold, 500 Experience, and Golden Stiletos (Valuable)



Grab this as soon as it becomes available. You have to look at the Notice Board after returning from the capital.

Generic Harpies are up in the north, on the way to Gran Soren. You don't have to return to get your reward, so there is no reason not to take this quest. Eventually, you complete it, even if you don't go out looking for the Harpies. They'll find you.

A PROSPECTOR'S PARTNER

Begins: At the Inn Notice Board (After meeting the duke)

Ends: After you escort Merin to The Shadow Fort

Reward: 5,000 Gold, and 3,000 Experience

Take Merin from Cassardis over to The Shadow Fort. It's a common escort goal, so you know how to get there by now.

AN INNOCENT MAN

Begins: Talk to Tomlin in the upper section of Cassardis (after meeting the duke)

Ends: When you let Tomlin know about his father

Reward: 10,000 Gold, 6,000 Experience, and 20 Rift Crystals

Cassardis still has a number of quests for your hero, even after you've become a celebrity in Gran Soren. After meeting the duke, come back to Cassardis and walk up the road that leads toward the chief's house. Tomlin is a boy who meets you there. He's worried about his father, and he explains why.

At some point, combine items to craft yourself a skeleton key. If you don't have the materials right now, you can simply buy a shackle from The Black Cat (in southern Gran Soren). Shackles can be combined with hunks of ore or scrap iron to make your key. The Black Cat also sells skeleton keys, but only one here and there. It's better and cheaper to make your own key.

The next time you're in Gran Soren, check into things for Tomlin. Look for Ser Jakys in the Noble Quarter; he is marked on your map. The guard gives you a good lead about Tomlin's father. Go into the Duke's Demesne, and look on the lower level of the castle, in the dungeon; you can reach it by taking the stairs down from the southwestern part of the keep.



Ansell, Tomlin's father, is in the last cell on the left. Maneuver around the bars so that you can speak with him. Use your skeleton key to open Ansell's cell. You then need to open the cell across from his to lead the man to safety. Don't take him out through the front of the dungeon. This just gets you caught again the first two times you try it. The third time around, the quest ends in failure.

Use the secret passage on the other side of the hall. There are Bats, Rats, and a Snake or two in the secret passage, but those are pathetic foes. Squash them to make sure that Ansell doesn't freak out.

Free Key

Don't despair if you need a spare key for the other door. There is a free skeleton key in the duke's dungeon. Smash the crates in the entry room to reveal a chest. Inside is a skeleton key. You could just bring a couple of keys, but why spend more money when you don't have to?



Take Ansell out to the aqueducts and lead him south to his son. The two reunite. All is well, and you get your reward.

AN UNINVITED GUEST

Begins: Talk to Pablos at the Cassardis Inn (After the events at the Encampment)

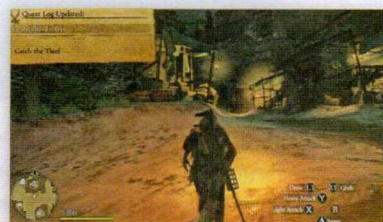
Ends: When you have stopped the thief

Reward: 3,500 Gold, 2,000 Experience, and 10 Rift Crystals



Pablos is tired of someone sneaking into his business and taking his supplies. He's banded together with other local merchants to stop it. Go to the inn and agree to help, and then talk to Aestella and Heraldo (the shopkeepers just south of the inn).

Once you've seen the other merchants, speak with Pablos again. Talk to him twice and rest until evening. After night falls, wait for a moment inside the inn and then dash outside. The thief runs along the main strip in town. If you don't see him immediately, patrol the nearby side streets until you spot the crafty fellow. Sprint over to him and use the shoulder button indicated to grab the creep.



Talk to Pablos afterward and he mentions the results of the thief's interrogation. You get your reward, and that's that! The quest is easy and fairly lucrative, so it's a good one to do as soon as you get it.

BURDEN OF PROOF

Begins: At the Inn Notice Board (after meeting the duke)

Ends: After you have killed three Golems

Reward: 75,500 Gold, 500 Experience, and 3 Rift Crystals



Get this quest before running *Witch Hunt*, if at all possible. Then look for a Golem during that quest and while exploring the crags in the northeastern corner of the map. Return after several days to hunt the latter Golem a second time.

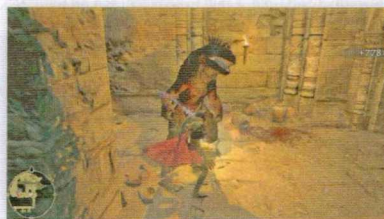
BURDEN OF PROOF (2)

Begins: At the Inn Notice Board (after completing the first set of Aldous' requests)

Ends: After you have killed 10 Geo Saurians

Reward: 15,500 Gold, 500 Experience, and 3 Rift Crystals

Geo Saurians aren't often seen until the late game, when you start to explore northwestern Gransys and its most dangerous dungeons. Come down to Cassardis to get this quest after you've completed a few quests at the duke's behest.



DEEP TROUBLE

Begins: Talk to Poll by the well in Cassardis (after returning from the Encampment)

Ends: When you have killed the Saurians that are infesting the well

Reward: 2,000 Gold, 1,500 Experience, and 5 Rift Crystals



Poll is a young man of Cassardis. He's standing by the well, near the western town gate. After your hero returns from the Encampment, Poll tells you about some problems that the town's been having. If you agree to check out the well, he gives you a lantern. Give the lantern to your primary pawn if your hero already has one.

Afterward, interact with the well to climb down into it. The area you enter is called Driestone Cave. Explore the dungeon and kill the Saurians in the lower area to get credit for the quest. Talk to Poll afterward for your reward.

The fight against the Saurians can be difficult for a low-level adventurer. Be very careful of fighting the lizards while standing in the water. Doing so puts out your hero's lantern, forcing your group to fight in the dark. Saurians are hard enough to see by lantern light; they're practically invisible when the cave goes black. Order your party to stay close, and let the Saurians come to you!

DYING OF CURIOSITY

Begins: When you talk to Merin on the Cassardis beach (After visiting Gran Soren)

Ends: When you find out about Valmiro

Reward: 8,000 Gold, 5,000 Experience, and 15 Rift Crystals

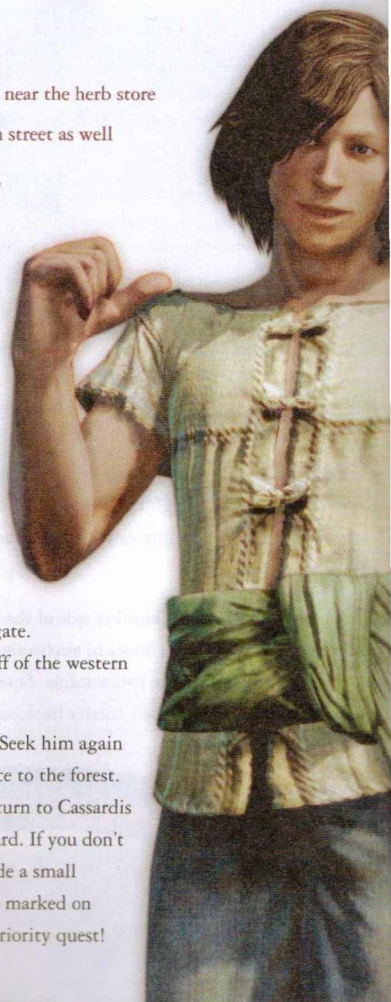


Merin is a friend of Valmiro, back in Cassardis. He's worried about what's become of his friend since you left for Gran Soren. Come back to town and look for Merin on the beach. Talk to him, and then talk to people around town to learn more.

- Alonso is by the front gate
- Barten is on the main street, near the herb store
- Mayra is usually on the main street as well

All of them think that Valmiro may have left town. Leave Cassardis and look along the beach between Cassardis and the Encampment. Bring at least six herbs that restore Health when you go out (e.g. Greenwarish). Valmiro needs them when you find him. He's on the Cassardis side of the beach. Heal him and then head toward the Encampment. Valmiro tries to make it there, but he collapses just shy of the south gate. Revive him again, near a tree off of the western side of the path.

Well, that's not it for Valmiro. Seek him again in Witchwood, near the entrance to the forest. He needs a few more herbs. Return to Cassardis and talk to Merin again afterward. If you don't see him on the beach, look inside a small building near midtown. It'll be marked on your map if this is set as your priority quest!



EXTERMINATION

Begins: Cassardis Inn Notice Board (After Hydra Fight)

Ends: If you find and kill 24 Giant Bats

Reward: 50,500 Gold, 500 Experience, and 3 Rift Crystals

After finishing a number of events at the Encampment, return to the Cassardis inn and look at the notice board. Here you find a task to kill two dozen Bats. They're found in Driestone Cave, Everfall, the Ancient Quarry, and a number of additional dungeons. If you kill the seven Bats at the front of Driestone Cave each time you're coming through Cassardis it won't be hard to get the quest done. Everfall has even more of them, but you need to go up to the capital to get those.

FAREWELL, VALMIRO

Begins: Talk to Valmiro as the steps that overlook the beach (after meeting the duke)

Ends: After you've helped Valmiro get ready for his expedition

Reward: 15,000 Gold, 12,000 Experience, 25 Rift Crystals, and an improved relationship with Valmiro

Valmiro is heading off to see the world again, but this time he wants to be prepared. Help him get the things he needs for his adventure.



• Potent Greenwarish:

Sold in Gran Soren, and check your storage in case you already have some; you can also combine Greenwarish with Sweet Pollen to get what you need.

• Lantern:

Sold at Aestella's Sundries right there in Cassardis

• **Sour Ambrosial Meat:** Buy an airtight flask, hunt big game until one of them drops the meat, wait for it to sour, combine it with the flask, and then you're good to go. Another way to get this is to take the flask to the Ancient Quarry and break boxes in the center of the dungeon. One piece of Ambrosial Meat is there, and it's already sour! This is a big time saver if you're having trouble getting the meat on your own.

• **Pilgrim's Charm:** Can be purchased from Fournival, in Gran Soren's Noble Quarter.

Give Valmiro these items and he is quite pleased with your hero. This gets you closer to the lad and helps start him on the path toward being a successful adventurer.

FLORAL DELIVERY

Begins: Talk to Benita (outside, in midtown)

Ends: Once you have gathered Sunbright (x5) and Moonglow (x1)

Reward: 1,000 Gold, 500 Experience, 3 Rift Crystals, and Potent Greenwarish (x3)



Benita is one of the town's best healers. After the attack on the village, she finds herself quite busy taking care of the wounded. She doesn't have time to leave Cassardis and gather herbs that are needed to treat the injured that are under her care. You can help!

Sunbright herbs grow outside of town, and they're easy to spot. Look around trees while you're adventuring in the nearby wilderness. When you have five sunbright, come back to Cassardis.

Give Benita the sunbright (by interacting with her and then selecting the herb from the inventory screen that pops up). Then go off hunting for another herb, called moonglow. Rest at the inn until evening and then hunt along the shoreline (in town). On the southeastern side of the map is some moonglow. You can only find and harvest it at night. Gather the herb, rest until morning, and give the moonglow to Benita. This completes the quest.

If it takes longer than one week to get this quest done, your hero won't receive the potent greenwarish as part of the reward.

GOBLIN RAID

Begins: At the Cassardis Notice Board

Ends: When you have defeated 10 Goblins

Reward: 1,500 gold, 1,000 Experience, and 3 Rift Crystals



This is one of the first Notice Board quests in the game, and you can start on it almost immediately. Accept the quest at the town inn and then look outside of Cassardis. Goblins are a common sight in the woods nearby. Hunt down the Goblins when you're free to do so; this doesn't take very long.

When you're ready to start, leave town by the western gate and hunt around the hills outside. Not only are there Goblins to slay, but chests of loot abound. Open these to get additional items for your hero. Keep an eye out for the glow of herbs. *Floral Delivery* is another local quest, and that requires you to get five sunbright herbs. They're fairly common around trees, so look for the herbs while you kill Goblins!

If you can't find 10 Goblins to kill on your first pass, just stay at the inn in Cassardis or the Encampment. More Goblins appear by the time you come back through the area.

GRIM TIDINGS

Begins: Talk to Elvar (a fisherman in southern Cassardis)

Ends: After you have informed Merin about Cortese and returned to Elvar

Reward: 300 Gold, 100 Experience, and 2 Rift Crystals



Elvar is a fisherman who lives on the southern side of Cassardis. He and his wife have a home there, near the church. Talk to Elvar to learn about Cortese. With that information, go north to the beach and find Merin; he'll be marked on the map if this is your priority quest. Talk to Merin and then go to the church or Elvar's home to find Elvar again. Talk to him as well to complete the quest.

You don't get much experience or loot from doing this, but it's something that a completionist will want to take care of.

GUARD DUTY

Begins: At the inn in Cassardis (after you've returned from the Encampment)

Ends: After you have taken Madeleine to the Encampment and paid her 1,000 gold pieces

Reward: 700 Experience and 3 Rift Crystals



This quest won't be available when you're first in Cassardis. It opens after you've left, explored the Encampment, and returned. After the events at the Encampment are over, come to the Cassardis inn. Go inside and listen to a conversation between the innkeeper and a traveling saleswoman named

Madeleine. Talk with the woman after she's done and offer to escort her to the Encampment.

The trip there is an easy one. You might encounter a few more Goblins, but that's no problem. It's free

experience. When you're in the clear, talk to Madeleine if you want to see her inventory. Some of the items are a bit expensive, but you might be able to get an upgrade or two.

After you arrive at the Encampment, talk to Madeleine and give her 1,000 gold if you want to help her on the way to the capital. It seems like a considerable amount of money now, but you can make it up rather quickly. In addition, there is an achievement/trophy unlocked by helping Madeleine set up her shop. If that makes a difference for you, factor it in.

GUARDSMAN SOUGHT



Begins: At the Cassardis Notice Board (After returning from Gran Soren)

Ends: After you have escorted Adaro to the Shadow Fort

Reward: 5,000 Gold, 3,000 Experience, and a Ferrystone

You've probably been to the Shadow Fort by the time this quest becomes available. Getting paid to go there again is rather nice. In addition, you get a Ferrystone out of this, and those are worth far more than their weight in gold.

Use the well to leave town and get a head start on the journey. Cut west across the land, and hurry through the thick forests. Check to see if you need any of the Encampment quests before doing this, because some of them involve Hobgoblin killing, and they're common sights in Devilfire Grove.



As a note for your safety: stick to the road for the last leg of the trip. Running into a Drake won't make your escort any easier. It's more than likely that Adaro does something reckless and gets cut in half. Better to spend an extra minute going around the lake, on the east side.

Also, avoid getting too close to waterways. There are often Saurians basking in those regions, and they're tough enough to be a threat against your party (especially while protecting someone else who won't really defend himself).

HE SHOULD BE SO LUCKY

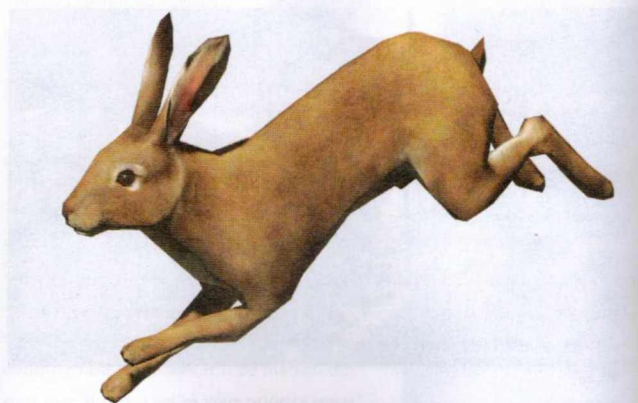
Begins: Cassardis Inn Notice Board (Anytime)

Ends: After you kill 5 Rabbits

Reward: 1,000 Gold, 500 Experience



This simple task is to hunt Rabbits outside of town. You find them all around the wilderness near Cassardis, and anyone quick can get the poor little things. Ranged attacks are the most useful for killing them, but sprinting over and hacking the Rabbits is just as effective. You find five Rabbits (in two groups) on the northern side of the road as you go toward the encampment.



LOST AND FOUND

Begins: After the Hydra fight at the Encampment

Ends: When you discovered Quina's whereabouts and completed a secondary task in Witchwood

Reward: 3,000 Gold, 4,000 Experience, and 5 Rift Crystals

Though this is a Cassardis quest, you are informed of it while still at the Encampment. Elvar, the fisherman, shows up after you defeat the Hydra. He tells you that Chief Adaro needs your help because Quina is missing.

Return to Cassardis and talk to the chief near the western gate. He says that Quina is out looking for something and that she might be in Witchwood. That's a fair trek from where you are, so take care of any duties in town before leaving.

Walk down the road from Cassardis, go past the Encampment, and use the western trail to get around the bay. Once you've reached the other side of the trail, turn south. A road takes you all the way into Witchwood. Wolves and Bandits litter the route. Either run down the hill as fast as you can or fight through the masses. If you choose the latter, remember to heal when you reach the woods. Use a couple of minor restorative items to get your party back to fighting condition.



Quina is by the entrance to the woods, and she directs you east. Talk to a woman named Selene at her house on the eastern side of the forest. When you're finished, return to Chief Adaro for your reward. The only difficulty in this is navigating Witchwood itself. Take a look at the entry for that region if you have any problems.

LOST FAITH

Begins: At the Cassardis church

Ends: When you have found and returned the church scriptures

Reward: 300 Gold, 200 Experience, and 2 Rift Crystals

Father Clemente misplaced his scriptures and has great need of them. They must be reclaimed at once. Talk to Lewes on the way out of the chapel; he is often found on the building's steps outside. He admits that it's his fault that the scriptures are missing, but that doesn't help you find them.

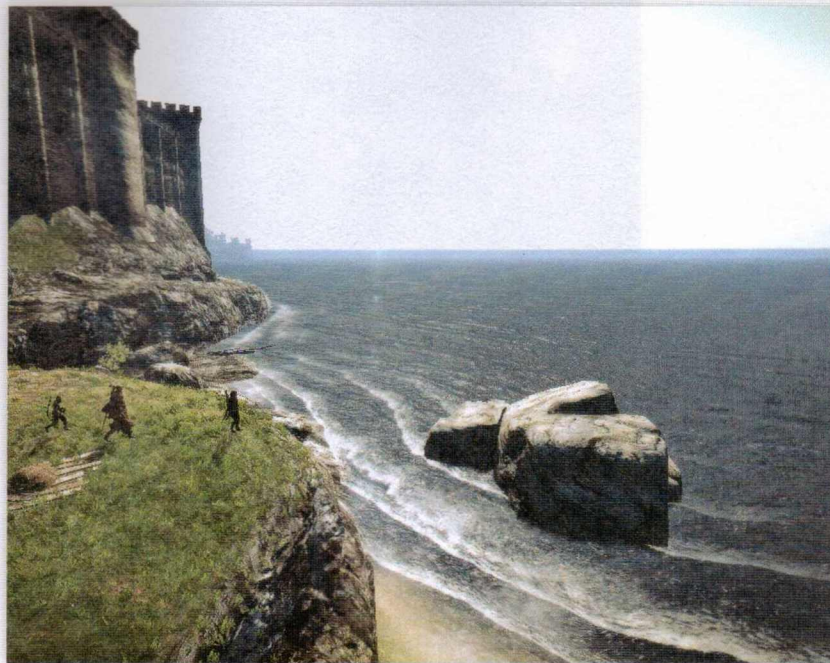
Descend from the church and save your game. The narrow steps that lead down from the church area are high up. From them, you can jump onto the rooftops of other local buildings. Look at your mini-map to see where the scriptures are located; they're on top of the building that's marked with a red circle. Jump onto the rooftops and grab the book. Return it to Auster for your reward.

MATERIAL WITNESS

Begins: At the inn Notice Board

Ends: After you escort Benita to Cape Pactforge

Reward: 5,000 Gold, 3,000 Experience, Kept Grandgrapes (x3)



Traveling between Cassardis and Gran Soren is a common occurrence in *Dragon's Dogma*. This escort is very easy because you end up taking Benita along for the ride. If you're planning on using a Ferrystone at any point in your southern journeys, that's even better. You can make almost instant money by accepting this quest first, and then jumping directly to Gran Soren.

Cape Pactforge is the cliff south of Gran Soren. It overlooks the ocean and the harbor, so you get a wonderful view of the territory around the capital. The spot Benita wants is marked on your map when this quest is set as your priority target.

MYSTERIOUS MISSIVE

Begins: At the Cassardis Notice Board (After finishing Reward and Responsibility)

Ends: When you escort Pablos to the Shadow Fort

Reward: 5,000 Gold and 3,000 Experience



A basic escort out to the Shadow Fort. This can be done at any time in the late game.

QUELL THE HOBS

Begins: At the Cassardis Notice Board (After going to Gran Soren)

Ends: When you have killed 30 Goblins

Reward: 500 Gold and 5,500 Experience



You can pick up this quest after returning to Cassardis, later on. It's a simple and direct task. Get it immediately and just keep doing what you're doing in the world until the reward comes in. Goblins are almost everywhere in the world, so there isn't a need to go after them directly. Moonbit Pass, the wilderness outside Cassardis, and Devilfire Grove are all great hunting grounds.

RAT CATCHER

Begins: At the Cassardis Notice Board

Ends: Once you have defeated seven Rats

Reward: 800 Gold and 500 Experience



Grab this quest from the Notice Board at the inn. Don't worry about completing it until you have another quest to examine the well in Cassardis (that comes soon enough, so wait for it). Once you've gotten the task to go into the well, do so. Search the top ledges for seven Rats. It doesn't take more than a minute to finish this quest, and the experience reward isn't bad for such a quick task.

RECONNOITER REQUEST

Begins: At the Cassardis Notice Board

Ends: Once you have escorted Valmiro to the Shadow Fort

Reward: Silver Ore (x3)

This is the toughest of the initial quests in Cassardis. You can get it from the Notice Board at any time, but you can't complete the mission without substantial work. Be wary of taking this quest before you've done most of the early tasks in Cassardis. Also, bring herbs to restore health with you. You'll likely need them on the road!

There are Bandits along the way. Wolves and Saurians show up too! If your party isn't ready for the journey, there will be a whole lot of running away. That's doable, but we want you to know what you're signing up for.

Save often, because the quest automatically fails if your charge dies. Valmiro won't do anything impressive to defend himself, so you have to look out for yourself and him (even when fleeing).

The Shadow Fort is far west, past the Encampment. Take Valmiro to the Encampment and continue north, past the camp. A small valley cuts west through the mountains, and that's what you're looking for. Fight any wolves that nip at you, and be especially nervous when you're approaching the western mouth of the valley. Bandits are likely to ambush your group there (with boulders and then missile attacks).



Up close, these thugs don't offer much resistance, so sprint up to them and slice them to ribbons. Or skewer/blow them up, as appropriate to your interests. Hop carefully down the hills afterward, and cut west through the lowlands. Monsters are plentiful, so the experience rewards are quite nice.

When you get closer to your destination, things get worse. There are many more monsters to face. Goblins come in droves (with their large Hobgoblin buddies), and there is even a Drake! Stick to the eastern road around the lake in Devilfire Grove. That's safer than going up to the Shadow Fort directly.

Use items to restore Stamina if you get low at a critical moment, and keep moving until your party arrives at the Shadow Fort. Stay outside of the building until you get credit for the quest. Then, you're ready to return home.

Money to Burn?

If you already have almost 20,000 gold, there is a good way to spend it nearby. On the right side of the valley (east from the Shadow Fort), there is a Rest Camp. Visit them to sleep, and then talk to their merchant before leaving. That man has weapons and armor that are fairly powerful. A strong weapon upgrade can pay for itself quite well over time!

SCHOLARLY PURSUIT

Begins: At the Cassardis Notice Board (After returning from Gran Soren)

Ends: Once you have escorted Clemente to Bloodwater Beach

Reward: 5,000 Gold, 3,000 Experience, and Placative Brew (x15)

THE MAKER'S MERCY

Begins: At the Cassardis Notice Board (after meeting the duke)

Ends: Once you have hunted 10 Deer

Reward: 500 Gold, 500 Experience, and Tuft of Hair (x15)



Somebody in Cassardis wants you to kill a bunch of Deer in the northern forests. It sounds strange that someone needs to have Deer killed off that far from home, but work is work.

There are plenty of Deer in the Wilted Forest (east of the Abbey and west from Gran Soren). That's a good place to hunt, though this quest isn't going to yield much experience or gold. It's one of the better tasks to take and then finish whenever it happens. Going north just to hunt Deer isn't the most efficient use of your time.

VENTURE FORTH

Begins: At the Cassardis Notice Board (After returning from Gran Soren)

Ends: After you have escorted Quina to Prayer Falls

Reward: Panacea (x5)



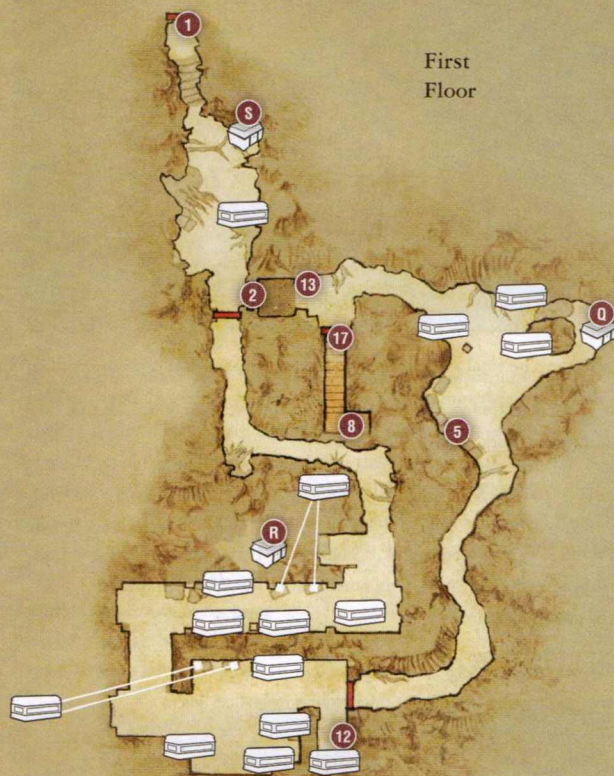
Bloodwater Beach is out to the west, past the Witchwood. If you're going out to that area for other reasons already (like hobgoblin hunting), this is a good quest to piggyback on that run. The extra experience is nice to snag without putting in any extra effort.

The quest *Reconnoiter Request* has a good description for the trip west. Making it to Bloodwater Beach is similar, but you break off before entering Devilfire Grove. Your party has a pass through Conqueror's Sanctuary instead; it's a natural valley that the goblins use like an arena. There are ballistae to fire on the party from higher elevations, and cyclops guard the main way through. Either rush to the western gap as fast as you can or fight everything there. The beach is down the narrow pass on the other side of the arena.

Quina wants an escort into the northern part of Gransys. Prayer Falls is near the Abbey, west of Gran Soren. To keep her safe, take the roads all the way up to the capital and then move west. The Abbey is almost in a direct line from Gran Soren, and Prayer Falls is only a jump northwest from the Abbey itself. Take Quina there, and you're in good shape. This journey is much safer during the day when you don't have to face any spectral enemies or Undead.

Note that Quina stays at the nearby Abbey after she's done visiting the falls. If you want to see her, seek her there in the future!

CATACOMBS

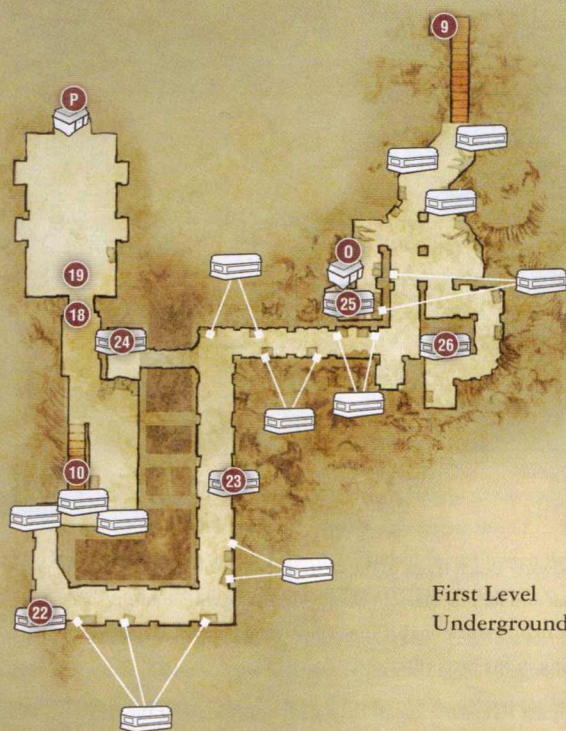


AREA ENTRANCES

- 1 To Deos Hills
- 2 Platform to The Catacombs: Second Level Underground
- 3 Platform to The Catacombs: First Floor
- 4 Stairs to The Catacombs: Third Level Underground
- 5 Stairs to The Catacombs: Second Level Underground
- 6 Ladder to The Catacombs Rear Passage 1 (Estan Plains)
- 7 Ladder to The Catacombs Rear Passage 2 (Estan Plains)
- 8 Stairs to The Catacombs: First Level Underground
- 9 Stairs to The Catacombs: First Floor
- 10 Stairs to The Catacombs: Second Level Underground
- 11 Stairs to The Catacombs: First Level Underground

LOCATIONS

- 12 Lever to open nearby door
- 13 Lever Activating Platform
- 14 Lever Activating Platform
- 15 Lever to open nearby door
- 16 Gathering Hall
- 17 Gate requiring First Key to Salvation
- 18 Door requiring 5 Gems of Salvation
- 19 Confessional Chamber
- 20 Gate requiring Second Key to Salvation



A	LOOT CHANCE
Restless Earring	70%
Direwolf Cape	25%
Violet Neck Wrap	5%

B	LOOT CHANCE
Set of Salvation Robes	100%

C	LOOT CHANCE
Eden's Warden	15%
Feather-light Pelta	15%
Scalding Razors	15%
Jewel of Health	15%
Coin Purse of Charity	10%

D	LOOT CHANCE
Second Journal Entry	100%

E	LOOT CHANCE
Leather Circlet	20%
Tiger Bangle	20%
Angel's Periapt	20%
Large Coin Pouch	15%
Liquid Vim	15%
Coin Purse of Charity	10%

F	LOOT CHANCE
Pilgrim's Charm	100%*

Only during A Parting Gift

G	LOOT CHANCE
Conqueror's Periapt	25%
Bilaut	20%
Full Chain Hosen	5%
Angel's Periapt	20%
Large Coin Pouch	20%
Rose Ring	10%

H	LOOT CHANCE
Wight Tactics	20%
Mage's Shoes	20%
Iron Cuissees	5%
Large Coin Pouch	35%
Throat Drops	20%

I	LOOT CHANCE
Violet Ring	15%
Ogre Bone	10%
Angel's Periapt	30%
Large Coin Pouch	15%
Liquid Vim	10%
Jewel of Darkness	20%

J	LOOT CHANCE
Undead Strategy Vol. 2	15%
Bronze Sallet	15%
Wizard's Helm	10%
Headless Icon	35%
Large Coin Pouch	25%

K	LOOT CHANCE
Magick Buckler	15%
Frame Plate	65%
Ring of Gules	10%
Violet Ring	10%

L	LOOT CHANCE
Angel's Periapt	30%
Large Coin Pouch	2%
Liquid Vim	7%
Ghost Tactics Vol. 2	26%
Salomet's Secret	35%

M	LOOT CHANCE
Silverwheat Paste	45%
Missionary's Robe	20%
Dalmatica	5%
Balmy Perfume	30%

MONSTERS

- Ogre
- Phantoms
- Rats
- Skeleton Knight
- Skeleton Mages
- Spiders
- Undead



Second Level
Underground

IMPORTANT ITEMS

- 21 Second Journal Entry
- 22 First Gem of Salvation
- 23 Second Gem of Salvation
- 24 Third Gem of Salvation
- 25 Fourth Gem of Salvation
- 26 Fifth Gem of Salvation

Third Level
Underground



FORAGED ITEMS

CATEGORY	NAME
Mushrooms	Avernal Mushroom
	Rock
	Copper Ore
	Silver Ore
	Gold Ore
	Catacomb Gold
	Fulgur Ore
	Lodestone
	Sorrowstone
Books	Ancient Scroll
	Undead Strategy Vol. 1
Other	Tuft of Hair
	Hemp
	Wool-Cloth
	Flammica

N	LOOT CHANCE
Skeleton Strategies	15%
Balmy Perfume	20%
Veteran's Periapt	7%
Interventive	27%
Coin Pouch	31%

O	LOOT CHANCE
Scorched Pelta	15%
Crescending Roar	15%
Frozen Tomorrow	15%
Mork's Periapt	5%
Coin Purse of Charity	15%
Light-Cure	20%
Salomet's Secret	15%

P	LOOT CHANCE
Crimson Teeth	100%
Q	LOOT CHANCE
Iron Manicae	15%
Iron Armguard	15%
Large Coin Pouch	70%

R	LOOT CHANCE
Iron Beak	70%
Iron Helm	30%

S	LOOT CHANCE
Mage's Periapt	30%
Large Coin Pouch	2%
Purifying Brew	7%
Interventive	26%
Throwblast	35%

BASIC INFORMATION

Light your lantern and get your bearings before going far into the Catacombs. There are dozens of Undead infesting the dungeon, and you can quickly find yourself surrounded if you can't see what you're doing.

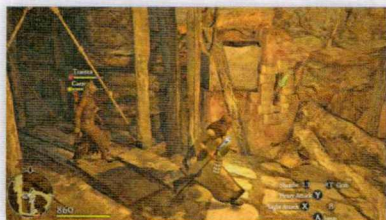
For the first run through the area, go slowly. Area of effect spells and Weapon Skills are preferable for most fights. Fire and holy damage are both quite good, if you have access to them. Casters with Fire/Holy Affinity and fire spells are very lethal.

Ignore the locked door near the entrance. You have to go all the way around to the eastern side and then come back to unlock it. There are Undead along the way, but they don't have any ranged allies. It's easy to pull back and trash them if you get into trouble.

Grave Robbing

Searching sarcophagi nets your party more treasure, but there are Undead in quite a few of the coffins. So, only do this if speed isn't a concern.

Your party sometimes gets cursed from opening the wrong sarcophagi. All of your stats diminish for a good while. If you don't have any casters to remove debilitations, only open the sarcophagi that are important (such as the ones with Gems of Salvation, later in the dungeon).



The second room of sarcophagi has a lever against the wall. Use that to open the door to the next section of the dungeon.

The path winds back to the beginning of the dungeon,

though this time you're on the other side of the locked door. Smash it open! Then, look around that room for a lever. This controls an elevator of sorts. Take that down to the lower tier of the Catacombs.

THE SECOND FLOOR

The second floor has nastier Undead. This is why it's especially good to have casters at your side. Phantoms and normal Undead attack in the larger tombs. Casters should focus on the Phantoms while other characters keep the shambling Undead off their backs.

Use the lever in the large sarcophagus room to open the way forward. The connecting tomb has Skeleton Mages. Rush them and keep these casters knocked down. Melee characters are very effective against them.

Another tomb isn't far to the east. Here you find Skeleton Knights to fight. They're tough, have nice armor, and all of them have shields. Use knockdown attacks religiously. It's much easier to damage the Knights when they're on the ground. Harp on the knockdowns until a few of the Knights are down, and then switch to fast attacks for easy damage against the ones that are vulnerable.

A ladder to the east gets your party down toward an area with ore veins. Walk north and kill a few more Skeleton Knights. Then, mine to your heart's content. Also, open the chests from the area near the ladder and back behind the ore veins.



The small corridor south from the ladder goes deeper into the Catacombs. An Ogre isn't far in that direction, so prepare your party for a longer fight. Use the tunnels to your advantage. Dart around when your hero needs time to replenish Stamina, and ambush the Ogre from behind whenever possible. Never fight it from the front!

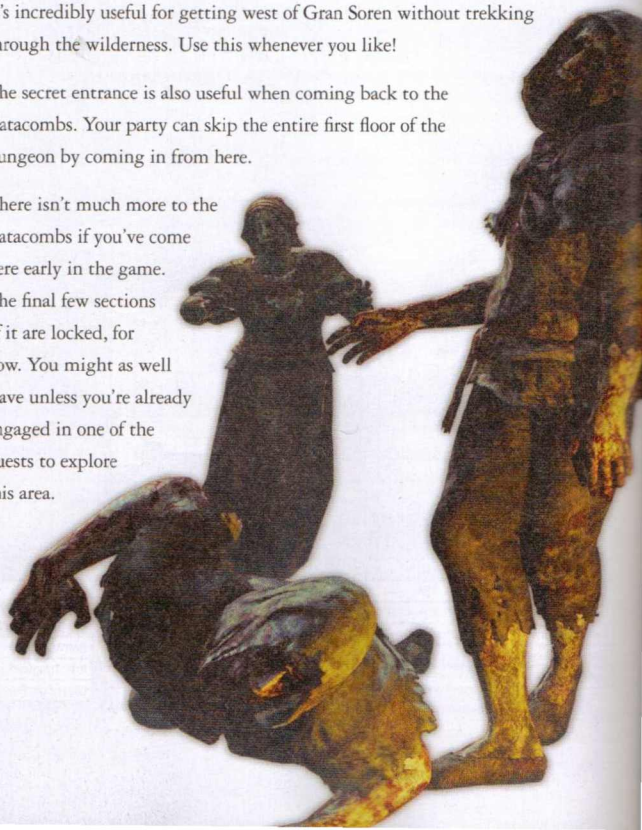
THE REAR PASSAGE

There is a rear passage on the second floor of the Catacombs. In the southeastern part of the level, your group finds a barred door. Destroy the bar with one of your weapons and open the way. This corridor ends in a ladder. Climb up to find a secret entrance that is almost at the gates of the city itself. It's incredibly useful for getting west of Gran Soren without trekking through the wilderness. Use this whenever you like!

The secret entrance is also useful when coming back to the Catacombs. Your party can skip the entire first floor of the dungeon by coming in from here.

There isn't much more to the Catacombs if you've come here early in the game.

The final few sections of it are locked, for now. You might as well leave unless you're already engaged in one of the quests to explore this area.



THE SECOND REAR PASSAGE

This area of the Catacombs is part of the quest *Seeking Salvation*. Eventually, your hero is asked to investigate a group of cultists. It's said that they're meeting in the Catacombs to plot something nefarious. Go down to the second level and walk past the Ogre's room. Southwest from there is an open room. Drop down to it and see if there is anything clandestine going on.

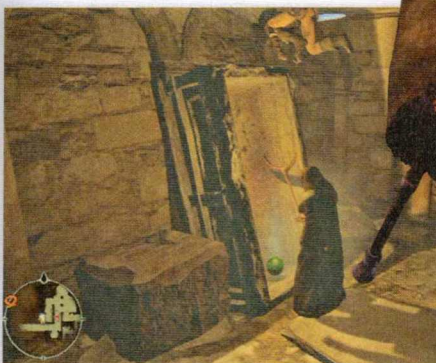
Your party has to fight against a horde of Undead. Several key scenes come before and after this fight. Once they're over, unlock the door at the back of the Meeting Hall. The connecting passage eventually leads to a ladder. It takes you out of the dungeon entirely and reveals another rear entrance to the dungeon.



THE LOCKED DOOR

The locked door on the second floor can't be opened for most of the early game. It's not until you are on the quest *Rise of the Fallen* that your hero gets a key to that door. When that time comes, head into the Catacombs and go to the second floor. Unlock the door and brace yourself. The hallway is thick with Undead, and the stairs at the end lead up into Skeleton Mage territory. Don't let your pawns fragment and start going off into different rooms. Keep everyone close to your hero and fight slowly.

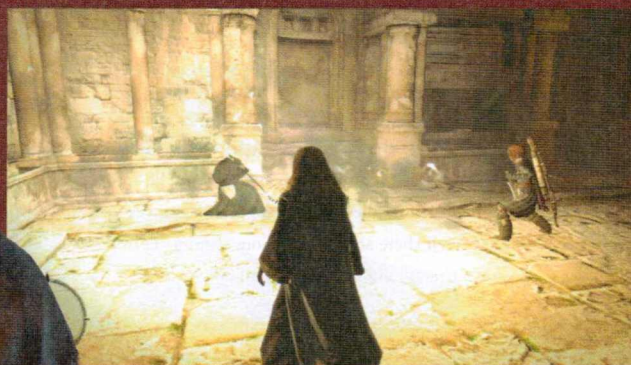
Once you've cleared the floor, look for the five Gems of Salvation. All of them are inside the sarcophagi on this floor of the Catacombs. Start at the stairs that you used to get up here. Walk south and open all of the sarcophagi along the way. We've marked all the Gems on the map, so if you miss one use it to help you complete your collection.



Take the Gems back to the stairs and look for a door to the north. It's not far away. Examine the door and watch your hero insert the Gems of Salvation into small holes along its surface. The Confessional Chamber is revealed, and you meet Balsac. He indulges in a short monologue; that's how you know that he's a bad guy! Attack him as soon as you are able.

BALSAC

The cultist has already called several of his armed Skeletons to defend the room. If you're a character with wide area attacks or spells, slam the Skeletons first. Single-target characters should focus on Balsac instead. His health is low, so attacks that attempt to disable him are more important than trying to rack up massive damage. Keep him on the ground to prevent the necromancer from casting any spells.



More Skeletons quickly join the fight. Even if you attacked the initial Skeletons, turn your attention on Balsac at this time. Make him your priority target, and clean up the skellies once he's dead.



CURSEWOOD

MONSTERS

- Bandits
- Cyclops
- Chimera (Near the Road)
- Snow Harpies
- Specters

BASIC INFORMATION

Cursewood is west from the Wilted Forest. A river divides the two areas, so you know that the transition is near when you start to hear or see the water. Taking the northern road through the area is safer; you see fewer Bandits up there, and the Snow Harpies aren't that tough.

The southern road is nasty. The Bandits come in massive raiding parties, and they're better armed than Bandits elsewhere in Gransys. Expect them to be a major thorn in your side unless your party is well geared and well leveled.

On rare occasions, you can find a Cyclops near the crossroads, or a Chimera deeper in the forest.



CUTLASS CAPE

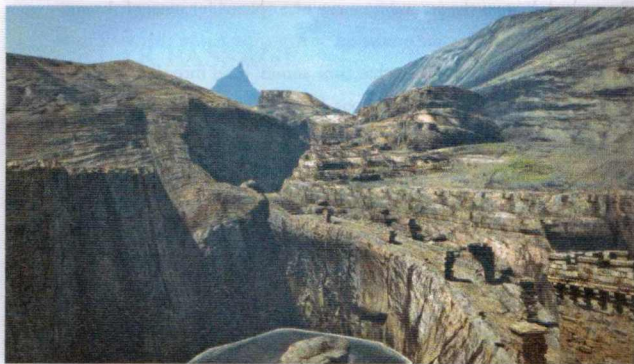
MONSTERS

- Spiders

BASIC INFORMATION

The cliffs are merciless around Cutlass Cape, on the northeastern end of Gransys. This area is difficult to reach and can only be approached from the west (through a narrow valley). There are Bandits on the way, but once you reach the cape itself there aren't any serious threats. This marks a place to take a breather after a long journey.

Bluemoon Tower is nearby, to the east. Pastona Caverns and the Windworn Valley are to the west. All of these are much more dangerous and shouldn't be attempted unless you know what you're getting into.



DEOS HILLS

POINTS OF INTEREST

- Catacombs
- Conquest Road
- Healing Spring
- Old Garrison

MONSTERS

- Bandits
- Chimeras
- Goblins
- Hobgoblins
- Snow Harpies



BASIC INFORMATION

Deos Hills is the section of wilderness that borders Cursewood, Northface Forest, and the Estan Plains. The most prominent point of interest nearby is the Catacombs, an old series of tombs that were built by believers of an ancient religion that has since fallen out of favor in Gransys.

The Conqueror's Road leads through hills, connecting Gran Soren with northern Gransys. The road leads up toward Windbluff Tower, Bluemoon Tower, and the Blighted Manse. This is not one of the better patrolled roads in the region; you can be attacked by some dangerous creatures even when you're standing on the road itself. This includes bigger game, such as Cyclops and Chimera, so listen carefully for the sounds of danger. If "Ambush" pops

up on your screen, you know that something large is heading your way.

That can be a good thing. This is a decent place to hunt for nasty enemies when you want fast experience and a little bit of gold.

An Old Garrison is barely north of the crossroads where you come into Deos Hills. There are sometimes prisoners kept by Bandits in that camp, so it's a good place for treasure and some fast adventuring.

East of the Catacombs is a Healing Spring that should be used to aid your party. Its free restoration is a point of comfort in these troubled parts.

DEVILFIRE GROVE

POINTS OF INTEREST

- Ancient Quarry
(Southern Entrance)
- Rest Camp
- The Shadow Fort

MONSTERS

- Boars
- Drake
- Goblins
- Hobgoblins
- Saurians



BASIC INFORMATION

Devilfire Grove is the lakeside area near the Shadow Fort; it's in western Gransys. Though quite out of the way in the early game, this place becomes much easier to reach once you've unlocked the Ancient Quarry and can travel quickly through its northern and southern entrances.

The grove is dominated by a Drake that appears on its western side from time to time. The fight against the Drake is extraordinarily difficult until you have some serious levels under your belt. Until then, stay on the road that goes around the northern tip of the lakes—you're much safer there.

Goblins and Hobgoblins are somewhat common quest targets, and you can kill dozens of them up there. They spawn like rabbits, and this is where to go when it's time to cull the herd!

The local Rest Camp is southeast of the Shadow Fort. The camp has a Riftstone, a good place to rest, and a store as well.



DRIPSTONE CAVE

AREA ENTRANCES

- 1 To Cassardis
- 2 Manamia Trail

LOCATIONS

- 3 Emperor's Pillar
- 4 Brightwater Cove
- 5 Station Room

WANDERING NPCs

RORRIC (QUEST GIVER)
0000-2400: Near Cassardis entrance

FORAGED ITEMS

CATEGORY	NAME
Grass	Greenwarfish
	Potent Greenwarfish
	Mithridate
Herbs	Gransys Herb
	Purple Anise
Flowers	Sweet Pollen
Fruit	Grandgrapes
	Berry
Fish	Small Fish
	Large Fish
Mushrooms	Mushroom
	Large Mushroom
	Stagnant Shroom
Ore	Rock
	Pretty Stone
	Copper Ore
	Silver Ore
	Sand-Layer Ore
Other	Flammica
	Hemp
	Cloudwine

MONSTERS

- Bats
- Rats
- Saurians
- Snakes



A	LOOT CHANCE
Leather Cap	100%

B	LOOT CHANCE
Desiccated Herbs	45%
Vigor Extract	10%
Coin Pouch	40%
Jewel of Health	5%

C	LOOT CHANCE
Healer's Robe	60%
Sectional Armor	30%
Shed Cape	10%

D	LOOT CHANCE
Scholar's Bangle	45%
Novice's Bracers	35%
Metal Greaves	20%

E	LOOT CHANCE
Coin Pouch	40%
Picklec Mushrooms	30%
Light-Cure	30%

F	LOOT CHANCE
Coin Pouch	50%
Harspld Milk	40%
Balmy Incense	10%

G	LOOT CHANCE
Bone Plate Armor	70%
Verdant Hood	10%
Hand Covers	20%

BASIC INFORMATION

Dripline Cave is reached by entering the well in Cassardis. After your party descends into the darkness, open your inventory and use the lantern so that you can see what you're about to kill. The ground is littered with mushrooms, occasional coin purses, and other minor treasures, but there isn't much of great value nearby.



Rats, Snakes, and Bats are all over the place. These lesser monsters can't hurt you much, but it's still important to fight them aggressively. They do damage in numbers and you get experience for slaughtering them!

A small waterway runs beneath the ledges. The route to the right (from where you enter) leads to a bridge. Hop down into the water below and look for a few chests. Loot these, and then search the upper tiers of the cave.

When you reach the end of the upper ledges, your party finds another section of the cavern. You have to leap down there to explore it, but the drop is modest and your hero doesn't take any damage. Also, know that you can climb back up by jumping from tier to tier along the rocks. Your party isn't trapped down there.

Saurians live in the dank shadows below. They're quite hardy, and there are enough of them to pose a serious threat. Make sure that your party is at its best before starting the fight. Have allies healed so that their maximum health is at its full value. This is the goal of the quest *Deep Trouble*.

KILL THE SAURIANS

Stats

ATK	DEF	MAGICK ATK	MAGICK DEF
440	130	200	60

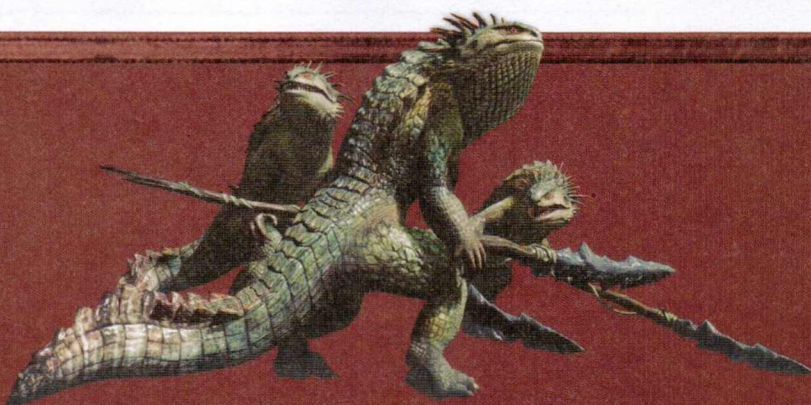
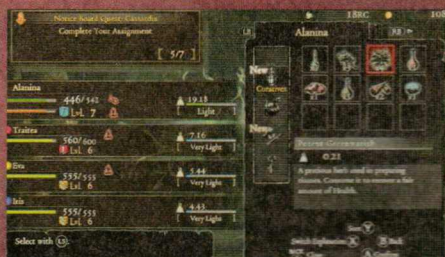


There are about half a dozen of these reptilian monsters. They prefer to fight in the dark, and you lose the light from your lantern if

you advance into the waterfall and get soaked. Whenever possible, use ranged attacks and patient tactics to lure the Saurians back toward your position. That really puts them at a disadvantage.

Expect damage to come in large bursts. The Saurians are often slow moving and predictable, but they occasionally leap into the air and dive down into their victims.

This can easily knock out a wounded character (even if they have substantial armor). Watch yourself and your allies, and rush to help anyone who goes down. Approach fallen allies and interact with them to pick up the pawn and restore some of their Health.



Target single Saurians and hit them for as much damage as possible. You want to score kills quickly and efficiently. Spreading out damage isn't that useful unless you can also knock down or disrupt multiple targets simultaneously. That's hard to do at this stage of the game because you still don't have many skills.

Reinforcements arrive throughout the fight, and the longer things take the worse it is for you. Don't be afraid to use items to restore Health and Stamina. These items are made to be used, especially if they're food items. All food rots in this game, so it's a "use it or lose it" situation.

Weapon Skills are essential in taking out the Saurians. Use your best attacks to either increase the group's killing speed or to disable Saurians.



Once all of the Saurians are dead, you can take a moment to rest. Search for treasure around the cave, and then look through the final few rooms of the dungeon. An herb chamber is nearby. Loot the herbs from there and open the chest. Then, break the lock on the southern gate and take the last hallway out. A place called the Station Room is on the way. Look through there for several money pouches and a considerable amount of gold (as well as another chest).



Now that you're loaded with treasure, use the southern exit to leave the cave behind. Your party winds up on the far side of the Encampment.

Faster Travel from Cassardis

This cave doesn't take long to run through. When leaving Cassardis in the future, use the well and run to its far side. You can do the same when reversing the trip. This cuts down on your wilderness travel time.

SIDE QUESTS THAT BEGIN HERE

DEEPER TROUBLE

Begins: When you visit Cassardis over a week after completing *Deep Trouble* and visiting Gran Soren

Ends: After you have purged the Saurian nests

Reward: 8,000 Gold, 6,000 Experience, and 15 Rift Crystals

Your hero hears a cry from the well while coming into Cassardis. This occurs well after you've beaten the earlier run through the Dripstone Cave. Wait at least full week and this quest becomes available. Go into the well and meet Rorric. He's a bit tipsy, but he's a courageous fellow. Hearing foul sounds from deeper in the dungeon, he was considering going out to stop the monsters. But, he's quite happy to hand the duty off to people who are properly armed. Fair enough.

To do all this, hop down to the Saurians' level. That's south from where you start the cave (as you might remember). There is a side passage off of the Saurians' chamber. Your party couldn't get in there before because of a rockslide. The entrance is open now, and the eggs are there. Kill the Saurian defenders first, and then rampage through the chamber. Burn or slash everything!

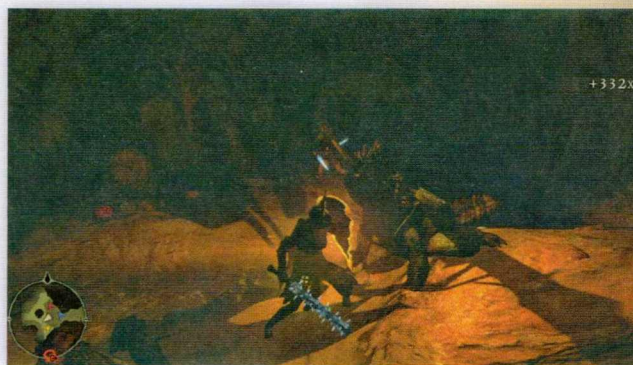
Fire Affinity or spells help to destroy the eggs as quickly as possible. It's important to hurry, because more Saurians arrive if you take too long to destroy all 24 clutches of the eggs.

Though destroying all of the eggs is enough to complete the quest, you have one small problem. The Saurians have a leader, and it is not pleased that you've obliterated all those eggs! Destroy the eggs in just over a minute to prevent this tougher Saurian from arriving.

Your heaviest person should hurry to knock down the bigger Saurian and the two guards that came out of the submerged cove. Though large, the leader is still fairly easy to knock down. Keep the group pinned in this way while the rest of the party does the real damage. It's an easy fight if you're aggressive!

Groups without a knockdown character should kill the two lesser Saurians first, as they're easy to eliminate. Once the leader is alone you can surround it and make sure that damage doesn't come in quick bursts. Your people still take major damage, but it's predictable and easier to heal through. Even if a pawn goes down you can get to them and revive the wounded ally without having multiple enemies on your back.

After the fight, talk to Rorric for your reward.



ENCAMPMENT



A	LOOT CHANCE
First Journal Entry	100%

AREA ENTRANCES

- 1 To Seabreeze Trail
- 2 To Manamia Trail
- 3 To Training Grounds

LOCATIONS

- 4 Enlistment Corps Base
- 5 Command Headquarters
- 6 Station Room
- 7 Rift
- 8 Notice Board

IMPORTANT ITEMS

- 9 The First Journal Entry

WANDERING NPCs

SER MERCEDES

Before completing *Off With Its Head*
2200-600: Inside tent
0600-1700: In front of Riftstone tent
1700-2200: In front of bonfire

ECBAL (INN, STORAGE, SKILL TRAINING)

After completing *A Rude Awakening*
0000-2400: Riftstone tent

JONATHAN (RIFT SHOP)

0000-2400: Waits in front of Riftstone

REYNARD (MERCHANT)

0600-2200: Near entrance*
2200-0600: Leaves Encampment*

*When in Encampment

SER ABELL

After completing *A Fortress Besieged*
0000-2100: Plaza

SER ARMAN

0600-1700: Near entrance
1700-2200: In front of bonfire
2200-0600: In front of tent

SER BERNE (QUEST GIVER)

Before completing *A Rude Awakening*
0600-1700: Exits training grounds
1700-2200: In front of bonfire
2200-0600: Enters training grounds
After completing *A Rude Awakening*
0600-1700: Exits training grounds
1700-2200: Waits by central staircase
2200-0600: Enters training grounds

SER BERNIS

0600-1700: Patrols between bonfires
1700-2200: In front of bonfire
2200-0600: Enters closed tent

SER CYRUS

Before completing *Off With Its Head*
0600-1700: In front of tent
1700-2200: In front of bonfire
2200-0600: Inside of tent

SER DATSON

Before completing *A Rude Awakening*
0600-1800: Exits training grounds, carries boxes
1800-0600: Enters training grounds
After completing *A Rude Awakening*
0000-2400: Plaza

SER DEVERS

0600-1700: Riftstone tent
1700-2200: In front of bonfire
2200-0600: Inside of tent

SER EWART

After completing *A Fortress Besieged*
0000-2400: Plaza

SER GEORG

Before completing *Off With Its Head*
0600-1700: Walks around Encampment
1700-2200: Waits in front of bonfire
2200-0600: Waits in front of tent

SER KEENE

Before completing *A Rude Awakening*
0000-2400: Enters from outside then leaves
After completing *A Rude Awakening*
0000-2400: Plaza

SER LARCH

Before completing *A Rude Awakening*
0600-1700: In front of tent
1700-2200: In front of bonfire
2200-0600: Enters closed tent
After completing *A Rude Awakening*
0000-2400: Plaza

SER LENN

After completing *A Fortress Besieged*
0000-2400: Plaza

SER WESTLEY

0600-1700: Near entrance
1700-2200: In front of bonfire
2200-0600: Inside tent

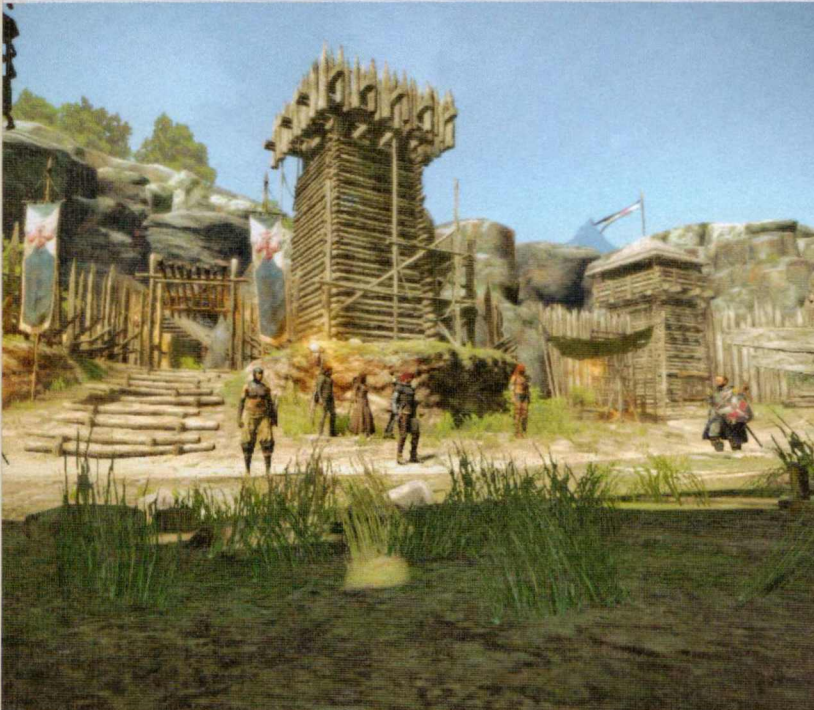
FORAGED ITEMS

CATEGORY	NAME
Grass	Greenwarish
	Potent Greenwarish
Herbs	Gransys Herb
	Sunbright*
Flowers	Moonglow**
	Sweet Pollen

*Only from 5am to 8pm

**Only from 8pm to 5am

CATEGORY	NAME
Ore	Rock
	Copper Ore
	Silver Ore
	Pretty Stone
Books	Harpy Strategies
	Hydra Strategy Vol. 1
Other	War Bugle



BASIC INFORMATION

Though small, the Enlistment Corps Encampment is a place for brave folks to gather and fight against the dragon and other dangerous monsters of the realm. Situated near the ocean cliffs, the settlement looks out over the beach and the road.

Inside the wooden palisade is a Notice Board, a place to rest, a Rift, and quite a few knights. Rest at the headquarters and learn new skills there if you have the points. Besides coming here for specific quests, there aren't many reasons

STORY QUESTS THAT BEGIN HERE

CALL OF THE ARISEN



Begins: When your hero enters the Encampment

Ends: Once you have interacted with a Rift, slain a monster, and returned

Reward: 1,200 Gold, 500 Experience, 3 Rift Crystals, and a permanent companion

As soon as you reach the Enlistment Corps Camp, your character is called by an ethereal force. Follow your pawn into the encampment and search for the source of the voice. There is a rift behind the inn, and that is where the voice originates. Go there and interact with it. You stand to make some powerful allies by impressing the pawns that speak to you, but they need to know that you're the right person for the task at hand.

Accept their challenge, and then look for a threat to quell. It won't take long for an opportunity to present itself.

STORES

JOHNATHAN'S RIFT SHOP

TOOLS	WEIGHT	COST
Scathar's Elixir	0.12	500 RC
Medicant's Elixir	0.12	500 RC
Mitigator's Elixir	0.12	500 RC
Challenger's Elixir	0.12	500 RC
Utilitarian's Elixir	0.12	500 RC
Guardian's Elixir	0.12	500 RC
Nexus's Elixir	0.12	500 RC
Pioneer's Elixir	0.12	500 RC
Acquisitor's Elixir	0.12	500 RC
Neutralizing Elixir	0.12	3,000 RC
OTHER	WEIGHT	COST
Vermillion Face Pigment	0.39	1,000 RC
Gold Face Pigment	0.39	3,500 RC
Bright Green Face Pigment	0.39	3,500 RC
Turquoise Face Pigment	0.39	3,500 RC
Blue Face Pigment	0.39	3,500 RC
Lavender Face Pigment	0.39	3,500 RC
White Face Pigment	0.39	3,500 RC
Red Hair Dye	0.39	1,000 RC
Pink Hair Dye	0.39	2,500 RC
Sky Blue Hair Dye	0.39	2,500 RC
Cornflower Blue Hair Dye	0.39	2,500 RC
Pine Green Hair Dye	0.39	2,500 RC
Bright Green Hair Dye	0.39	2,500 RC
Yellow Hair Dye	0.39	2,500 RC
Red Skin Pigment	0.87	20,000 RC
Yellow Skin Pigment	0.87	40,000 RC
Green Skin Pigment	0.87	60,000 RC
Blue Skin Pigment	0.87	80,000 RC
Plum Skin Pigment	0.87	100,000 RC
Ash Gray Skin Pigment	0.87	2,500 RC
Ivory Skin Pigment	0.87	2,500 RC
Art of Metamorphosis	0.18	7,000 RC
Secret of Metamorphosis	0.18	10,000 RC
HEAD	WEIGHT	COST
Black Eyeglasses	0.07	2,000 RC
Silver Eyeglasses	0.07	3,000 RC
Gold Eyeglasses	0.07	70,000 RC
Red Eyeglasses	0.07	300,000 RC
ACCOUTREMENTS	WEIGHT	COST
Premium Ring	0.20	1,500,000 RC
Premium Earring	0.20	3,000,000 RC

to stick around. The Encampment doesn't have many amenities like Cassardis or Gran Soren.

However, a strange man named Johnathan has a store where you can purchase rift items. He's found near the Riftstone in the camp. This is something that you use in the post-game, when it becomes easy to accrue more Rift Crystals.

Walk back toward the entrance of the area. Even as you do this, a beast approaches the camp. Follow the waypoint toward the eastern gate of the area and exit the Encampment. Perhaps you can prove yourself by fighting this creature!

The camp defenders are already caught up in a skirmish against a Cyclops and its smaller minions. Help pick off some of the lesser targets to clear the way, and then turn your attention on the big guy.



CYCLOPS

Stats

ATK	DEF	MAGICK ATK	MAGICK DEF
600	95	50	60

Cyclops are large, slow brutes. They do immense damage if you're foolish enough to stand in front of them. Always attack from the rear or from range. Those who have the Cyclops' attention should back away or continuously circle around the monster to keep it off balance and turning.

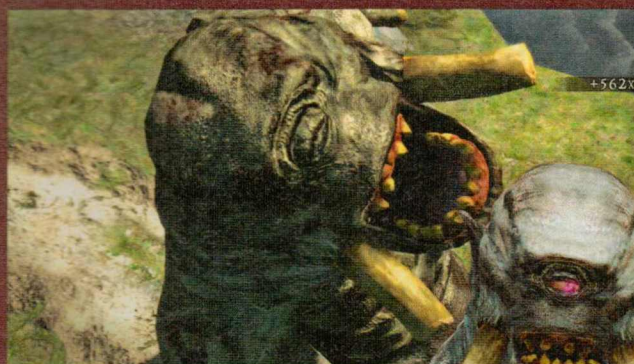
The Cyclops is weakest on its head. Hitting the eye is the best of all, with successful attackers doing many times more damage than they would elsewhere on the body. Anyone that climbs up his back can wail on the top of his head for major damage too. This is a fairly safe trick if you have full Stamina and the guts to make the attempt.



Look near the creature's body after the fight is over. Grab the loot that has fallen and then return to the Encampment. If you took damage during the fight, rest while talking to Ecbal. He's the man in the command headquarters at the center of camp. He acts as an innkeeper and a skillmaster. By now, you should have enough Discipline Points for a new skill. Talk to Ecbal about that as well.

Fast Healing

If you're short on money and don't want to stay at the headquarters, use a minor curative item to restore any lost Health. Food is the best for this because it rots if you don't use it. Because you can't hoard food items, it's wise to use them whenever they're needed.



Ranged characters should stay well away from the creature and attack its eye from relative safety. Reposition to stay away from its long arms, and keep up the pressure.

With so many allies nearby, the monster doesn't have much health left by the time you start the fight. Attack carefully, and you can win this quite easily and in short order.

Interact with the Rift. This completes *Call of the Arisen* and gives you a chance to create a customized pawn!

Making a Permanent Companion

Again you enter the character creation screen. The first part of it is exactly the same as creating your hero. If you want to have your companion be used by others online, craft the visual aspect of your ally as carefully as you would your own. The more attractive and powerful your companion looks, the more likely they are to be used. Still, make whatever you want. This is going to be *your* buddy first and foremost.



When that is done, you are asked a series of questions. This shapes the pawn that becomes your permanent companion. Before answering anything, think about the type of person who will best complement your hero. Are you aggressive and bold? Maybe a more cautious ally would be suitable! If you're the type that hangs back and plucks away at enemies, then someone to get enemy attention would be useful.

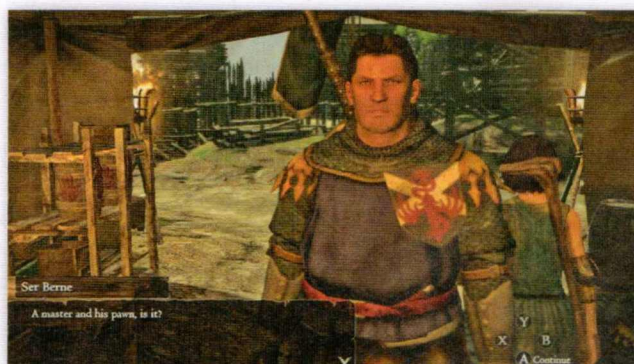
Look at the Pawn Personality meter in the middle of the screen. This lets you see the effect of your answers before making any choices. Hone each answer so that it raises the bar that interests you the most. For example, if you want a healing character, raise the Medicant as much as possible. Answer questions in such a way that the Medicant is always going up.



After answering the four questions, choose a vocation for your pawn. It is highly advisable that you take a vocation that you did not select for yourself. This provides many more options during combat. You can change the pawn's vocation later, but that won't be for a while.

Once your permanent companion is finalized, interact with the Rift again to grab more allies. It's good to have a full team. In terms of what you want from your budding group, we suggest that you start with a well-rounded party and branch out from there. Make sure that you end up with at least one party member from each basic vocation.

With all of that done, try to leave the Encampment. A knight named Ser Berne stops you and offers to help with your training. This is a great time to practice, so take him up on the offer. This initiates the quest *Strength in Numbers*.



STRENGTH IN NUMBERS



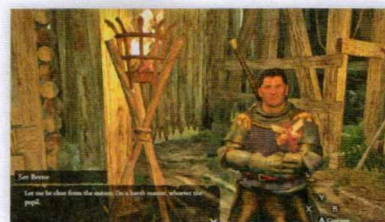
Begins: When you talk to Ser Berne after the Cyclops battle

Ends: After you have finished training with the knight

Reward: Up to 1,500 Gold, 1,000 Experience, and 5 Rift Crystals

Ser Berne approaches your party and offers to train your hero in pawn control. This doesn't take very long, so it's something that you should run through immediately. There are several short tests, and then you're free to go.

Bring a full group of pawns for these tasks because they're much harder to do if you don't have all of your allies there.



Begin the first test when you're ready.

Hauling Freight

Your team has to grab boxes from the top of several platforms. As soon as the trial begins, race for the back of the area. Watch where your pawns are going and make sure to avoid the platforms that they're taking. Find the platform that doesn't have a pawn and go for that one (climb by interacting with the base of the ladder). Grab the box up top and hop down from level to level until you're back on the ground.



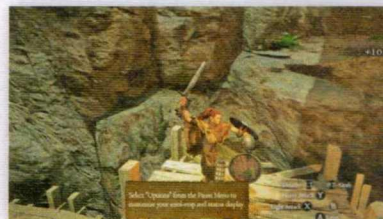
Hurry over to the open dirt mound that Ser Berne showed you as the trial was loading. Put the box down in that area and talk to Ser Berne; this concludes the test.

Fight the Scarecrow Army

This trial highlights whether your team has a good mix of ranged and melee attacks. The wooden dummies that pop up are on the ground and on top of the platforms. A full melee team may have trouble getting all of the scarecrows. A group without enough melee oomph might take too long bringing down the targets that are on the ground.

This isn't a tried-and-true way to determine if you have a good mix of pawns, but taking too long is a warning sign. Stop and reconsider if anything about this trial gives you trouble.

Your ranged characters should take out the raised targets without any issues. If you're the only one on ranged duty, take this time to practice your targeting and get it just right.



Ser Berne ends the challenge as soon as you've taken out the last dummy.

Scarecrows with Immunities

The next set of targets resists damage from certain sources. You get another chance to see if your team is lacking in any particular area. As the trial starts, notice the colors of the dummies. Red targets are vulnerable to melee. Grey dummies aren't. If you're a melee fighter or archer, hit the red guys. If you're a caster, slam the grey ones instead. Rely on your party to bring down the scarecrows that are immune to your damage type.



Don't Be Complacent

As we said, this test only points out if you have any glaring weaknesses in your party configuration. Passing this doesn't mean that you have a party that works for every encounter and every quest. Stay flexible in your thinking! Always look for ways to exploit a team of pawns. If melee seems especially powerful in a given area, don't be afraid to stack a couple of Fighters. When enemies are too brutal to approach safely, lean on ranged weaponry.

Only think of your hero and your long-term pawn as permanent party members. The other two slots should be for floaters.

Leave the training yards after you finish this set, and go back to the headquarters. A brief scene interrupts this as a strange, robed person walks through the camp.



If you return to Cassardis after this event, that same man is there and he approaches your hero. A sinister conversation follows. The man leaves after he's said his piece, and you are free to do as you wish.

A RUDE AWAKENING



Begins: When you talk to Mercedes at the Encampment and choose to rest

Ends: When you have chopped off the Hydra's head

Reward: 2,500 Gold, 2,000 Experience, and 5 Rift Crystals



Mercedes is one of the knights at the Encampment (she's on the western side of the area, close to the headquarters). Once your training with Ser Berne is complete, she discusses the pawns and then offers to let you rest. Go ahead and do this if you're ready for the next step in the story. A horrible beast attacks, and your hero is again called on to defend the Encampment.

HYDRA

Stats

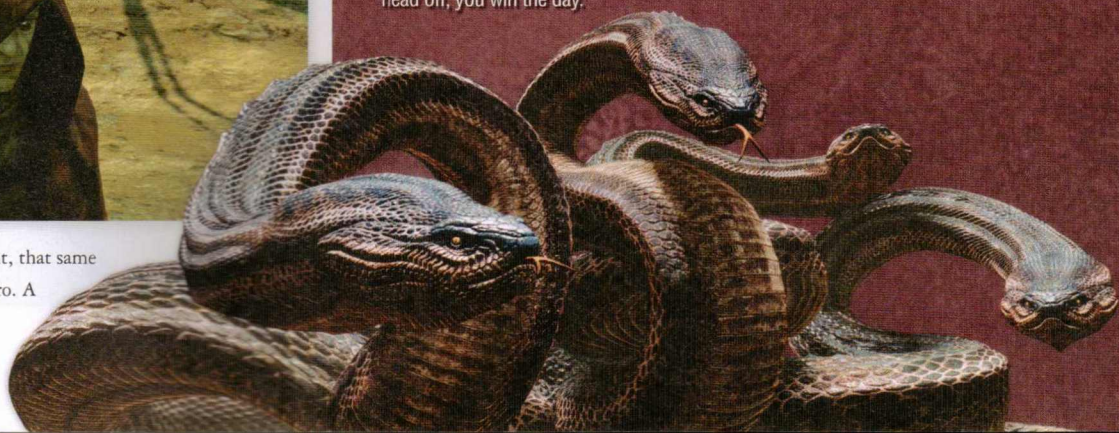
ATK	DEF	MAGICK ATK	MAGICK DEF
2,700	240	1,000	240

Such an impressive monster can't be defeated with normal sword attacks and base spells. Instead, you have to find a way to sever the creature's head. Well, one of them at least.

Wait for the Hydra to pass your character. Make sure you've saved all of your Stamina because you're going to need it. Jump onto the creature and climb up the central part of its body. Get onto the middle neck and climb to the very top. That's where you can sever the head and end the fight.



Don't waste time or energy with attacks before you get to the top. Damaging the Hydra's body and lower neck is a worthless chore. It's all about the coup de grace. As soon as you lop the head off, you win the day.



Mercedes thanks you for the victory against the Hydra and offers to take you north. Rest and agree to meet her at the Mountain Waycastle; it's a tower along the northern road. If you tried to go through there already the guards prevented you from going any farther in that direction. Mercedes' quest is the only way to open central Gransys to your party.

If you accept, *Off With Its Head* begins immediately.

OFF WITH ITS HEAD



Begins: Starts immediately after the Hydra's defeat

Ends: Once you have met up with Ser Mercedes and escorted her to Gran Soren

Reward: 6,500 Gold, 6,000 Experience and 10 Rift Crystals



The next major push for your hero is to take the north road to the Mountain Waycastle. Climb the western hill on your own to save time or just stick to the road the whole way. Talk to Mercedes in front of the main gate when you arrive at the small fort.

Early to Bed, Early to Rise

Start this quest early in the morning, if at all possible.

Mercedes' cart doesn't get to Gran Soren quickly, which might leave your party out in the wilderness at night if you leave the Waycastle in the afternoon. Doing this quest at night is much harder because of the limited visibility and the upgrade to creatures in the wild; there are Undead and Bandits in the evening. You don't see any of the former if the trip is done before nightfall.

Mercedes has the gate raised and your party enters the north. Stay with her cart to protect it from monsters as she heads for the capital. Having her along for the trip makes it safer for everyone, though the cart takes quite a while to get there.



The attacks begin almost immediately. Goblins and Harpies treat the pass like a nesting ground, so don't expect a dull journey. Fight near the cart to make sure that the Ox doesn't get hurt, and protect both your allies and Mercedes' group. Jumping attacks are good against the Harpies. Almost everything is effective against the Goblins.

At the top of the mountain, take a moment to look over the eastern side of the pass. The view is spectacular.

Archers are a great benefit in this area; they help considerably against the constant Harpy attacks. If you're more of a melee character, do what you can with anti-air Weapon Skills (such as Heavenward Lash) or keep jumping and swinging to knock the creatures down.

Don't Get Carried Away

Watch the screen carefully when you're fighting Harpies. They sometimes try to carry people up into the sky. When you see an icon appear that swishes back and forth, that's telling you to quickly roll your control stick left and right to shake off the harpy's special attack. Do it quickly, or the drop won't be much fun!

When Harpies grab your allies, run over and hit the Harpy before it climbs into the sky. It drops its victim without doing any major damage.

Wolves come in small numbers later in the trip, but they're incapable of doing real harm. The greater threat comes from boulders as your team moves into a narrow canyon. Watch the cliff above your group and listen for warnings from allies. One of the boulders rolls down the hill behind your team. It's easy to avoid if you hear it coming. Use the "Come" command on your pawns to ensure that they stay close to you instead of investigating the underside of a gigantic rolling rock!



A larger and more exciting attack comes when you leave the canyon. Wolves and Harpies rush the party in concert. Keep up with the wagon and don't let single enemies draw you away. The Harpies try to lull adventurers to sleep. If you have a pawn that can remove status ailments, stay close to them!



The Gate and the Goblins

The cart is forced to stop when it reaches a locked gate. Waves of Goblins attack. Luckily, there aren't any Hobgoblins with them, so the fight isn't as vicious as it could be. The enemies have numbers, but they lack staying

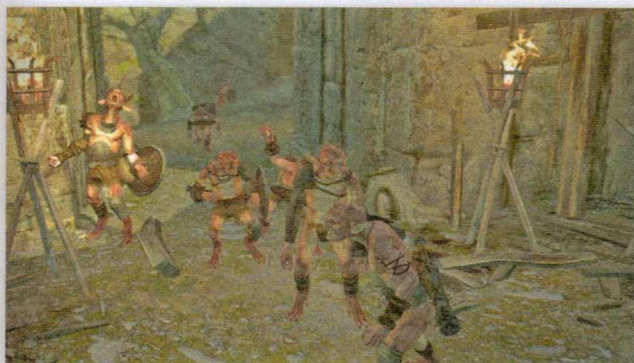


power. Use aggressive Weapon Skills or spells to knock the enemies down or otherwise hurt them in groups. This prevents damage from piling up against the party.

Also, unleash ranged attacks or spells against explosive barrels wherever the goblins bunch together. There are a couple sets of barrels near the gate. Only avoid them if you're a melee character.

When there is a break in the waves, approach the gate and use the lever beside it to open the way. This has to be done, but it allows even more Goblins to attack because they hold both sides of the pass!

Squash the new Goblin squad that arrives. You aren't far from the capital, but there are still Goblins and Bandits to fight. Keep the enemies away from the cart and finish the journey.



Switch to any Fire damage or Holy abilities (like Holy Boon) during the late stage of the trip. If it's evening, you are likely to see some Undead. Having the right damage type makes short work of them. Even if you don't, their numbers are low.

After that, the cart pulls up to the gates of Gran Soren. You've made it! Mercedes lets you into the city. This stage of the quest completes, but there's a huge amount of questing to do in the capital. You're going to be busy there for a long time.



SIDE QUESTS THAT BEGIN HERE

A FORMLESS FOE

Begins: At the Notice Board in the Encampment

Ends: When you have defeated five Phantoms

Reward: Golden Grace

Phantoms are vicious creatures that refuse to die. They're immune to physical damage, and you need to have a good magickal team to take them down. Load up on deadly casters for your party, and then take a run to the Catacombs to rip through a few of these creatures.



A HERO'S WORTH

Begins: At the Encampment Notice Board (after meeting the duke)

Ends: Once you kill 35 male Bandits

Reward: 76,000 Gold, 750 Experience, and 3 Rift Crystals

Male Bandits are rampant in southern Gransys. Look near the Ruins of Aernst Castle and along the road north from Witchwood. You make your kill count with just a couple of good runs, and the pay is pretty darn nice!



AN AIRBORNE PLAGUE

Begins: At the Encampment Notice Board (after meeting the duke)

Ends: After you have killed eight Snow Harpies

Reward: 750 Gold, 1,000 Experience, and a Beak of Gold

Snow Harpies aren't hard to find, and this quest is one that you can complete at any time without returning to get your reward. There's no reason not to take it!

Hunt for Snow Harpies

in the north. They're consistently found in Soulflayer Canyon, but even wandering around the wilderness triggers quite a few encounters with them if you're west of the Catacombs or north of Windbluff Tower. The eastern entrance to Soulflayer Canyon is the best of all worlds. You can jump in, kill the first four Snow Harpies by the bridges, and leave. Come right back in and repeat the process for some easy money.

Complete the quest to earn the Beak of Gold, and then sell that for even more cash.



ARISE TO POWER

Begins: At the Notice Board in the Encampment (After Starting the Wyrn hunt)

Ends: After you have defeated 10 Saurians

Reward: 8,250 Gold, 750 Experience, and 3 Rift Crystals



Saurians are common through southern Gransys, especially by the wetlands northwest of Witchwood. You can't even cross that area without finding streams that the Saurians use for sunbathing. Hunt them in the day for added safety; it's easier to see what you're getting into!

ARISE TO POWER (2)

Begins: At the Notice Board in the Encampment (After Starting the Wyrn hunt)

Ends: After you have defeated 20 Wild Boars

Reward: 51,000 Gold, 750 Experience, and 3 Rift Crystals

Boars are found outside, in grassy areas of the wilderness. They're fairly common along the southern coast (walk south from the lower rest camp) or up in the plains near Gran Soren. You can even be a jerk and kill the boars inside a small farm within Gran Soren. It's in the Craftsman's Quarter, along the city walls.



ARISE TO POWER (3)

Begins: At the Notice Board in the Encampment (After meeting the duke)

Ends: After you kill 5 Skeleton Mages

Reward: 15,000 Gold, 750 Experience, and 3 Rift Crystals



Skeleton Mages are found in several dungeons. The Catacombs are a frequent stop for your party, so consider hunting the monsters there. Wait until you're doing another quest in the area and get extra credit for your work.

ARISE TO POWER (4)

Begins: At the Notice Board in the Encampment (After meeting the duke)

Ends: After you have defeated 29 Oxen

Reward: 76,000 Gold, 750 Experience, and 3 Rift Crystals

Oxen are a common sight near the capital. Kill them inside the city in the Craftsman's Quarter (inside a pen along the western wall). Then, hunt them in the fields outside the southern gate. Do this every couple of times you visit the city and you quickly finish the quest.



ARISE TO POWER (5)

Begins: At the Notice Board in the Encampment (After completing Aldous' first set of requests)

Ends: After you have defeated 10 Seabirds

Reward: 16,000 Gold, 750 Experience, and 3 Rift Crystals



Kill more Seabirds along the coast between Cassardis and the Encampment. As before, ranged weapons and spells are infinitely easier to use than melee attacks against these flighty beasts.

BASIC TRAINING

Begins: At the Notice Board in the Encampment

Ends: After your group has defeated eight Spiders

Reward: 1,000 Gold and 1,950 Experience

The closest Spiders are in Witchwood. An important quest, *Lost and Found*, sends your group there, and it's best to complete this task at the same time. The Spiders are small pests and shoot at your hero. Squish 'em in vengeance!

If you're seeking Witchwood before doing any other quests, here is how to get there: leave the Encampment and head north until you find a small valley that leads west. Go through the valley, fighting Wolves and Bandits. Turn south at the next road. It leads all the way down a hill into Witchwood.



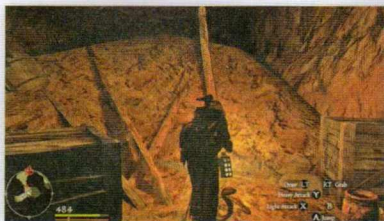
EXTERMINATION (2)

Begins: At the Notice Board in the Encampment

Ends: After you have defeated 15 Snakes

Reward: 1,000 Gold, 750 Experience, and 3 Rift Crystals

This kill task is to cut down 15 Snakes, whenever and wherever you find them. Dripstone Cave and the Ancient Quarry are good places to hunt for these vermin. You also find a considerable number of them in a passage under the duke's castle. It's reached from either the castle dungeon or via a door down in the city aqueducts.



HOBBLE THE FOE

Begins: At the Notice Board in the Encampment

Ends: After you have defeated 10 Hobgoblins

Reward: 750 Gold, 1,000 Experience, and Teeth of Gold (worth over 140,000 Gold!)

This one is a piece of cake. Hobgoblins are all over the world, and you can't shake a stick in the western regions without stumbling into hordes of them. The areas near the Shadow Fort are perfect for Hobgoblin hunting. Have a good time, and enjoy the money you get by selling the Teeth of Gold!



HOUNDED BY FATE

Begins: At the Notice Board in the Encampment

Ends: After you have slain 10 Wolves

Reward: 3,250 Gold and 1,000 Experience

Use the Encampment's Notice Board to get this quest. It asks that you find and kill 10 Wolves. Seek the Wolves in the valley northwest of the Encampment. You can find plenty of targets up there, and it's not far away.



These aren't tough creatures, but they attack in large groups. Try not to get too cocky! Stay near your allies and watch your health.

If you're on the way to Witchwood, fight the Wolves in the pass and continue on the southern road to get any remaining kills. This is a good quest to do while looking for Quina in Witchwood (you get *Last and Found* around the same time as this quest).

FINAL FAREWELL

Begins: At the Notice Board in the Encampment (After Returning from Gran Soren)

Ends: After you have defeated 15 Undead Warriors

Reward: 10,000 Gold, 4,000 Experience, and War Bugle (x40)

The Catacombs is filled with the Undead. Try going there to score some good kills; it's west of Gran Soren. Beyond the experience and gold, the reward from this quest makes it much easier to complete the Gran Soren quest *Reveille Revelry*. If you're closer to Gran Soren already, Everfall is also a great dungeon for killing the Undead.



RUFFLED FEATHERS

Begins: At the Notice Board in the Encampment

Ends: After you have killed two Seabirds

Reward: 750 Gold and 1,000 Experience

There are plenty of gulls down on the beach between the Encampment and Cassardis. You can also find them down on the beach inside the town of Cassardis.

Run down the beach and use any ranged weapons that you have to take out the gulls before they fly off. If you don't have anything accurate for ranged kills, look for Weapon Skills like Skyward Lash and hope that the gulls in the middle fly toward you instead of away; they do that sometimes. Reset the gulls by going into a town and coming right back out.

Larger weapons are decent for jumping attacks against the birds, but this takes a painful amount of practice to perfect.

SUPPRESSION (3)

Begins: At the Notice Board in the Encampment

Ends: After you have killed two Metal Golems

Reward: 76,000 Gold and 750 Experience

As if regular Golems weren't tough enough, you have to seek out Metal Golems now! The good news is that you only need two of them to get the task done. Wait for the post game to finish this. Or,

look for a small island in Witchwood. That's one place where you can find a Metal Golem without waiting.



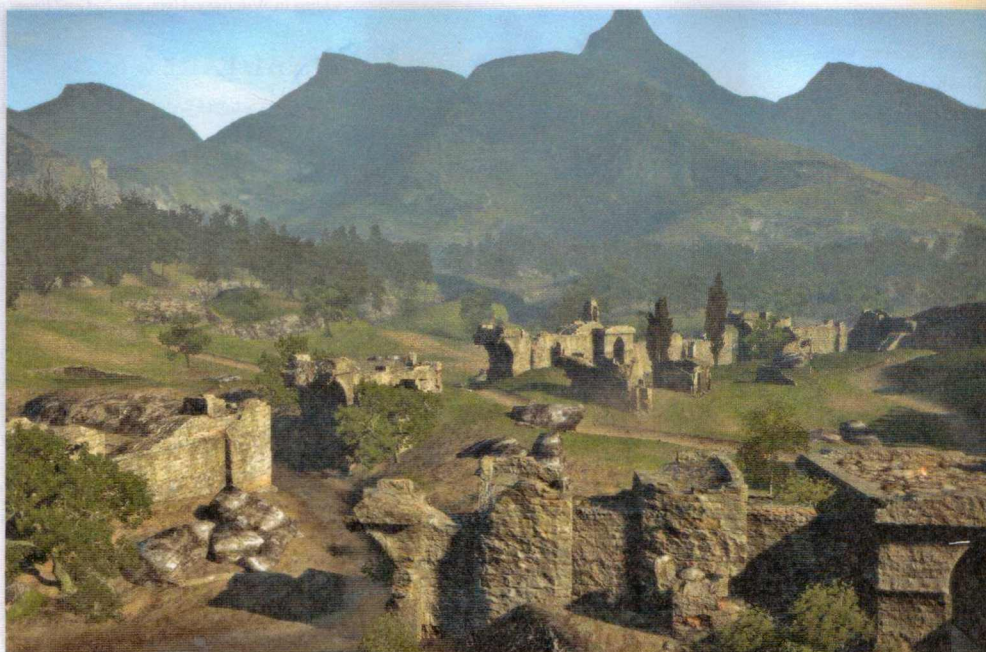
ESTAN PLAINS

POINTS OF INTEREST

- Ancient Quarry
- Cape Pactforge
- Catacombs Rear Entrance 1
- Catacombs Rear Entrance 2
- Miner's Hut

MONSTERS

- Bandits
- Oxen
- Goblins
- Phantoms
- Saurians
- Spiders
- Undead



BASIC INFORMATION

The Estan Plains cover the wide fields that are west of the capital. They're adequately safe during the day, with groups of Bandits popping up among the ruins. The rivers have Saurians to avoid, and the western hills are scary at night because of the Undead. If you're exploring heavily, bring one or two magick users to ensure that your party has non-physical damage, and preferably Holy or Fire Affinity as well.



CAPE PACTFORGE

Cape Pactforge is quite easy to miss. The cape itself is located by the cliffs that are moments from the southern gate of the city. You only need to go there for a small escort quest, called *Material Witness*. There aren't any enemies in the area, nor is there treasure to loot.



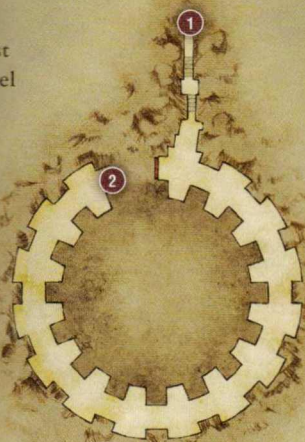
MINER'S HUT

There's a small building on the western side of the plains. It doesn't look like much from the outside, but to be fair, it doesn't look like much on the inside either. Open the chest out back, kill some Spiders inside, but mostly just leave the place alone.



EVERFALL

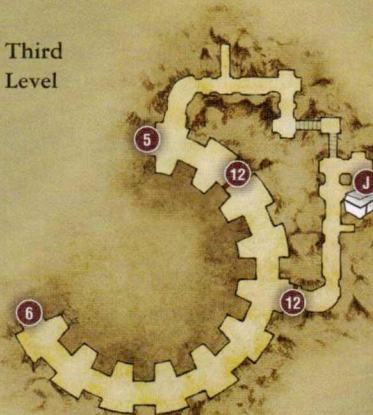
First
Level



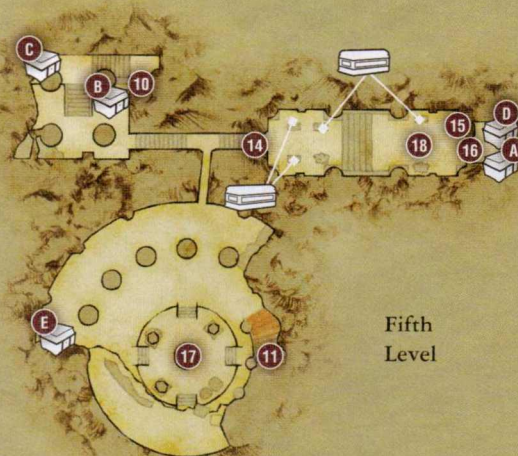
Second
Level



Third
Level



Fourth
Level



Fifth
Level

A	LOOT CHANCE
Martyr's Talisman	30%
Scale Coat	50%
Bone Armor	10%
Bronze Cuirass	10%

B	LOOT CHANCE
Light-Cure	30%
Giant Coin Pouch	2%
Petrifying Arrow	12%
Foreign Knife	16%
Throwblast	20%
Silverwheat Paste	20%

C	LOOT CHANCE
Coin Pouch	60%
Spring Water	5%
Jewel of Time	5%
Ogre Strategy Vol.1	30%

D	LOOT CHANCE
Bliaut	45%
Adventurer's Cloak	35%
Feather Cape	20%

E	LOOT CHANCE
Hand Covers	20%
Bronze Bangles	20%
Steel-Toed Boots	20%
Large Coin Pouch	40%

F	LOOT CHANCE
Coin Pouch	60%
Coin Purse of Charity	2%
Throwblast	18%
Large Coin Pouch	20%

G	LOOT CHANCE
Hand Covers	30%
Bronze Bangles	30%
Dusk Shoes	40%

H	LOOT CHANCE
Scale Armguard	50%
Red Leather Glove	35%
Restless Earring	15%

I	LOOT CHANCE
Mace	40%
Magick Buckler	15%
Two-Hander	45%

J	LOOT CHANCE
Skeleton Knight Tactics	15%
Verdant Hood	20%
Skulker's Mask	20%
Silver Ring	10%
Coin Pouch	20%
Light-Cure	15%

K	LOOT CHANCE
Coin Pouch	62%
Pretty Stone	2%
Poison Arrow	16%
Dragon's Spit	20%

L	LOOT CHANCE
Reinforced Longbow	20%
Magician Crutch	20%
Leather Circlet	20%
Large Coin Pouch	40%

AREA ENTRANCES

- 1 To Gran Soren Pawn Guild
- 2 Down to The Everfall: Second Level Underground
- 3 Up to The Everfall: First Floor Underground
- 4 Down to The Everfall: Third Level Underground
- 5 Up to The Everfall: Second Level Underground
- 6 Down to The Everfall: Fourth Level Underground
- 7 Up to The Everfall: Third Level Underground
- 8 Down to The Everfall: Fifth Level Underground
- 9 Down to The Everfall: Fifth Level Underground
- 10 Up to The Everfall: Fourth Level Underground
- 11 Up to The Everfall: Fourth Level Underground

FORAGED ITEMS

CATEGORY	NAME
Grass	Greenwarish
	Kindling
Wood	Pine Branch
	Cedar Branch

CATEGORY	NAME
Ore	Rock
	Pretty Stone
	Copper Ore
	Silver Ore
	Gold Ore
Other	Tuft of Hair
	Wool-Cloth
	Flammica

LOCATIONS

- 12 Lever operated Gates
- 13 Lever
- 14 Ceremonial Cage
- 15 Location for Engraved Lever
- 16 Gate opened by Engraved Lever
- 17 Flameservant's Throne

IMPORTANT ITEMS

- 18 Engraved Lever

MONSTERS

- Bats
- Harpies
- Ogre
- Skeleton Knight
- Skeleton Mage
- Skeletons
- Spiders
- Undead

BASIC INFORMATION

Everfall is a circular tomb that descends five levels into the darkness. It's a haven for Undead, so bring a party with plenty of magick. Preferably, take two casters that each have access to either Fire or Holy spells. Holy Boon/Holy Affinity is nice because it lets the physical characters have more fun.

The highest tier of the dungeon has Spiders, Bats, and little to threaten your group. Don't let that lull you into a false sense of security. Undead and a number of Skeletons are waiting a few moments away!

Forcing Enemies Together

There's a trick that helps when you have to clear the side rooms of Everfall. Walk in to spawn the enemies, but back out when they rise from their slumber. Call your pawns with you while you leave so that they don't stick around and start the fight.

The Undead come out into the spiral area after you. The hallways they come out of are fairly narrow, so this bunches the enemies together. Use area of effect magick to quickly destroy them.

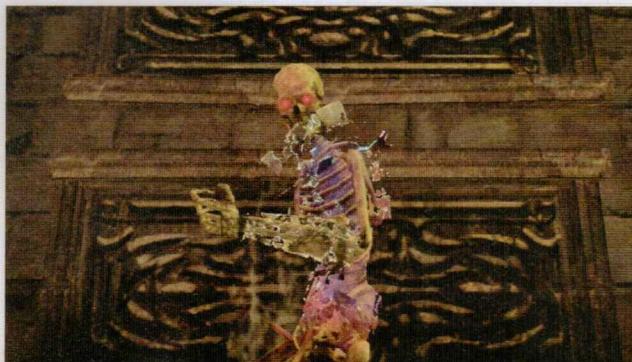


Go through the first side chamber that you reach. This lets your group circumvent the locked gate that blocks the main corridor. Kill the Skeletons inside that room, and come back out to the main hallway when you're done. You're now on the other side of that gate. Use a lever against the wall to open similar gates farther into the dungeon.

Not much farther down is an Ogre. He won't come back once you kill him, so it's advisable to take the big sucker out at some point. Ogres are always a pain, but it's worth it for the experience and an easier time in the future.

Stairs leads down to the bottom of Everfall when you reach the bottom of the spiral hallway. Go down those stairs but do not interact with the strange circle in the room below. For some extra treasure, go through the northern hallway.

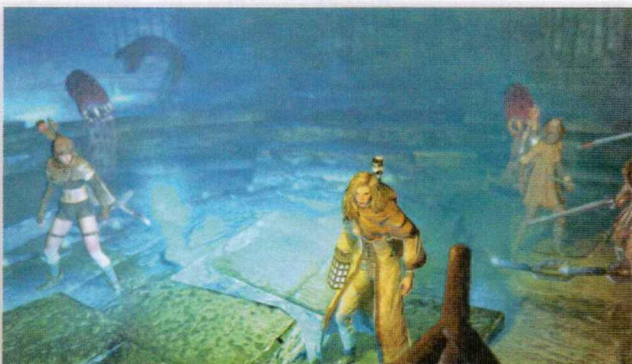
There is a side room called the Ceremonial Cage. Go through there; the gate at the far end is locked. Some creep pulled the lever off of the gate's locking mechanism and hid it. What jerks! To find it, open all of the sarcophagi in the room. A Skeletal Knight is sleeping in one, and he pops out to fight you. He's a joke because your entire party can wail on him while he's still getting set up. This steals a fair bit of his Health before the fight begins.



Search his sarcophagus for the lever, put it on the gate's mechanism, and open the way. Inside are two treasure chests.

LURE OF THE ABYSS

Return to the circular room at the bottom. It is called the Flameservant's Throne. If this is your first time in the dungeon, you start an event by standing on the central circle of the room with your entire party. It's an exciting finish to the quest *Lure of the Abyss*. A scene plays when the circle activates. After watching the scene, RUN! Leave the dungeon as fast as you can to avoid the worms that appear. They just keep coming, so resistance is futile.



Run up the stairs and flee the dungeon as fast as you can. Use the lever near the top a couple of times to get the gate open again, or run through the side chamber. Either way, tear out of Everfall post haste.

Tell the people from the Pawn's Guild what happened in there.

How to Kill an Ogre

If this is your first Ogre, here are a few hints. First, be cautious. Ogres have high health, so burning them down quickly isn't much of an option. It's better to kill them slowly and ensure that your hero doesn't go down and cost the party everything. Let your allies shoulder more of the burden than usual and have them keep tossing out damage while you play the hit-and-run game with either melee, spells, or missile weaponry.

Anyone with fire spells should set Ogres on fire early in the fight. The damage from this adds up quite well and makes a big difference in the long run.

Revive your friends if they fall, and keep up the pressure on the brute. Grappling with Ogres can speed up the kill a little, but only do it when you have high Health and Stamina. Don't climb too high on their backs or onto their arms, because they can flail or drop onto their backs to quickly get rid of you.



FRONTIER CAVERNS

AREA ENTRANCES

- 1 To The Shadow Fort: First Level Underground

AREA LOCATIONS

- 2 Proving Grounds
- 3 Locked Gate

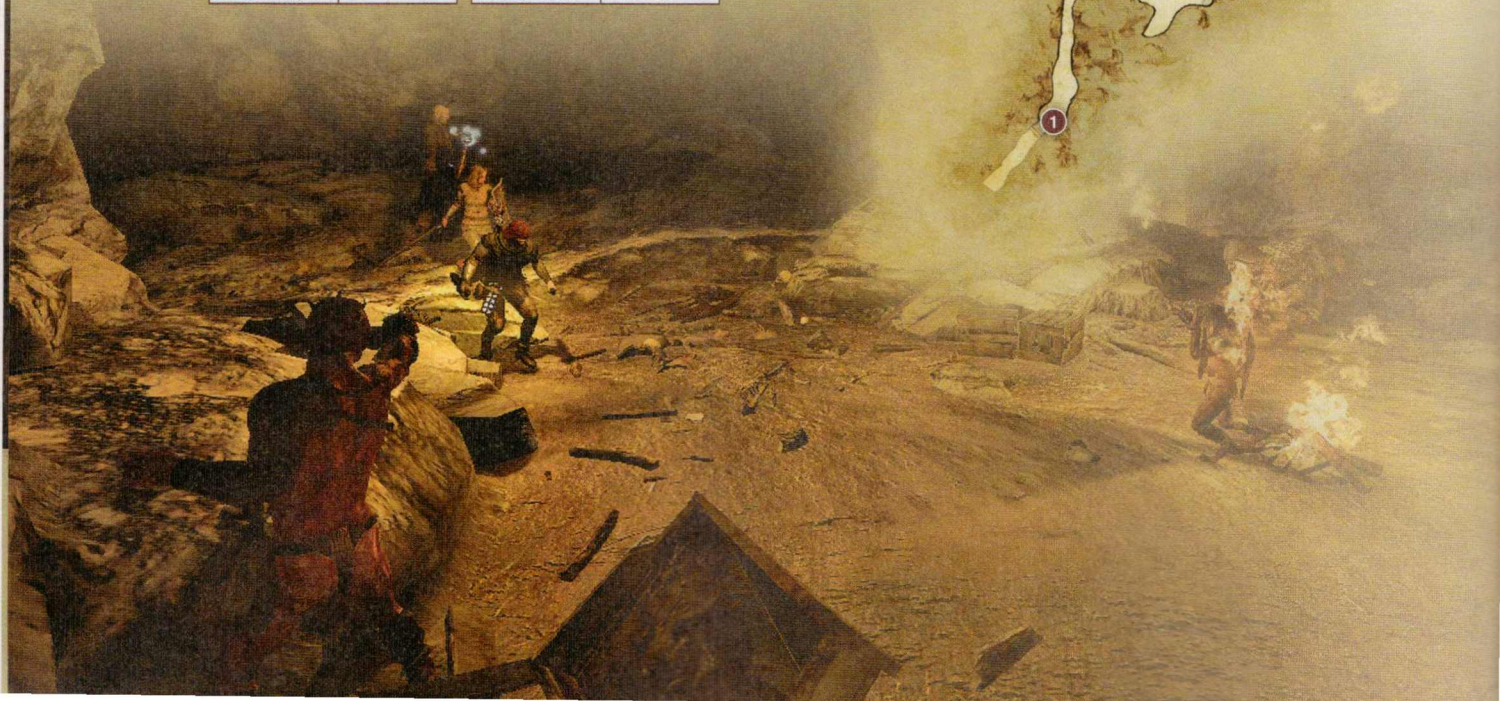
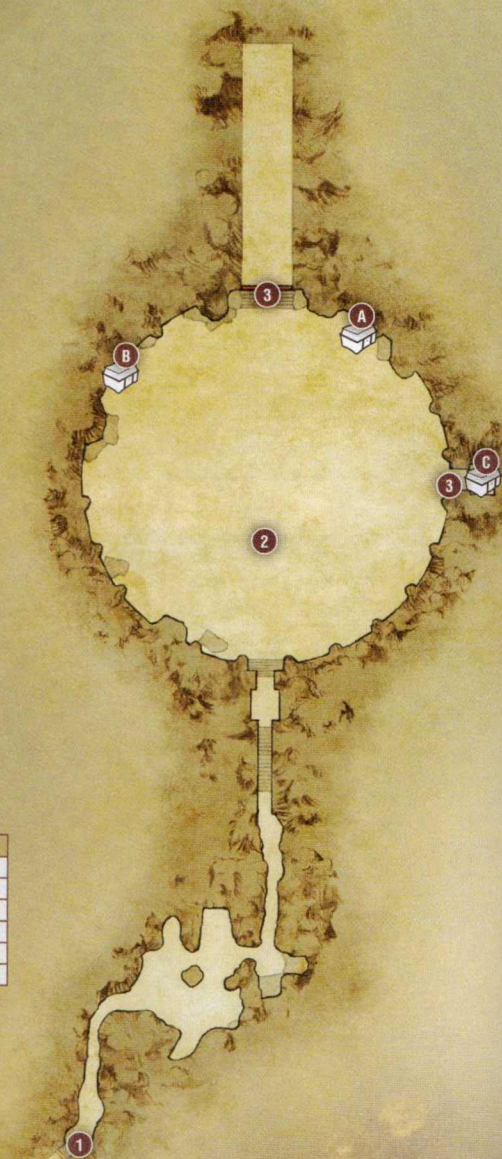
FORAGED ITEMS

CATEGORY	NAME
Grass	Devilwort
	Hemp
Other	Flammica
	Cloudwine

MONSTERS

- Cyclops
- Goblins
- Hobgoblins

A	LOOT CHANCE	B	LOOT CHANCE	C	LOOT CHANCE
Fluted Bow	12%	Scorched Felta	13%	Meloiran Cyclops Veil	16%
Bespoke Longbow	12%	Fine Magick Buckler	13%	Darkened Gloves	16%
Master's Merle	12%	Caladbolg	13%	Dark Over-Knee Boots	16%
Gryphic Gauntlets	12%	Crescending Roar	13%	Ring of Argent	16%
Assembled Sleeves	13%	Malignance	12%	Noble Earring	18%
Runic Bangles	13%	Fiery Talon	12%	Harmonious Earring	18%
Assembled Breeches	13%	Divine Axis	12%		
Violet Neck Wrap	13%	Frozen Tomorrow	12%		



BASIC INFORMATION

The Frontier Caverns connect to a passage underneath the Shadow Fort. It's extremely likely that the Goblins tunneled into the fortress through that same tunnel. Now you can use it to get back to one of their lairs! Look for the tunnel on the northern side of the fort's inner courtyard. Drop down into the tunnel and follow it until you leave the area of the Shadow Fort and enter the Frontier Caverns.

There is loot all over the first room you reach in the new area. Money, herbs, and potions litter the floor. There are also more than enough bones to make a person worry! Once you've gathered all that you want, take the long northern hallway that leads further into the dungeon.

The next room is humungous. It's called the Proving Grounds, and you soon learn why. There are Goblins everywhere, and they are led by a massive Cyclops that is covered in armor. He is the target for the quest *Put the Eye Out* from the Pawn's Guild in Gran Soren.

This armored Cyclops is quite similar to the one you fought during the siege of the Shadow Fort. Have melee characters attack its feet to trip the creature or climb on its back to pound unarmored areas throughout the fight. Casters do the most damage and can really shorten the battle with their deadliest spells (lightning to stun the beast and fire to help kill it).

Don't miss the treasure chest in the northeastern part of the room. It's tiny, and the room is so large that you might walk right past it.



How to Get the Other Chest

The chest beyond the locked gate in the Proving Grounds may cause you consternation. It's so close, but there doesn't seem to be a lever that opens the gate. You can't smash the darn thing down either. Nor can you get the Cyclops to come over and do it for you. What's going on there?

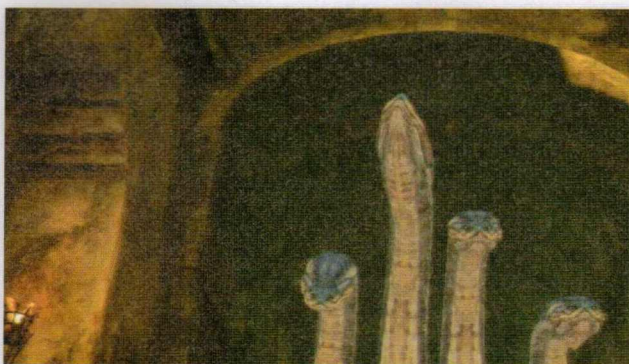
The answer doesn't appear until much later. There is a Cassardis quest (called *A Challenge*) which becomes available after you complete the main story. Completing that quest opens the gate.



Also, keep your guard up when leaving the dungeon. More Goblins, and Hobgoblins as well, ambush your party during the retreat.

A CHALLENGE

This quest is available in the post-game and you can find a more comprehensive look at this battle in that chapter. You're told to come to the Frontier Caverns and face a new foe. How intriguing! It turns out that you won't be fighting another Cyclops when this happens. Instead, it's a Hydra that attacks.



This Hydra can't be killed with the loss of a single head. You need to beat this thing all the way down. Melee should stay close to the main body; the Hydra doesn't attack very often if you're pushed up against it. Ranged characters must spread out to avoid the beast's massive area of attack. Support your pawns by raising any that fail to do this. They drop frequently throughout the fight.

Chop off heads as fast as you can to limit the aggression of the Hydra. With fewer heads it makes fewer attacks. Aim for



each head in turn, attack with range or jumping blows, and punish the heads when they slam into the ground. You can also chop at the exposed necks after you destroy each head.

These heads grow back, but it takes time and you get fairly heavy damage on the Hydra while the neck regrows its head. This is a fight that taxes your resources and endurance. The damage doesn't spike very often, but you need steady healing and a number of herbs to keep up the struggle.

When the Hydra dies, you get your reward and the side gate opens. That chest is now yours for the taking!



GRAN SOREN

Everfall

A	LOOT CHANCE
Seeker's Token	30%
War Bugle	70%

B	LOOT CHANCE
Shoulder Cape	50%
Quilted Jerkin	50%

C	LOOT CHANCE
Balmy Perfume	70%
Balmy Incense	30%

D	LOOT CHANCE
War Bugle	80%
Seeker's Token	20%

E	LOOT CHANCE
War Bugle	100%

F	LOOT CHANCE
Balmy Perfume	70%
Balmy Incense	30%

G	LOOT CHANCE
Seeker's Token	40%
Cloudwine	60%

H	LOOT CHANCE
War Bugle	80%
Seeker's Token	20%

I	LOOT CHANCE
Wakestone Shard (Forgery)	45%
Panacea	25%
Seeker's Token	30%

J	LOOT CHANCE
Skeleton Key	100%

K	LOOT CHANCE
Jewel of Time	30%
Red Wine	30%
Seeker's Token	40%

L	LOOT CHANCE
War Bugle	70%
Trusty Sword	10%
Throatcutters	10%
Ironclad Staff	10%

M	LOOT CHANCE
Large Coin Pouch	80%
Seeker's Token	20%

N	LOOT CHANCE
Seeker's Token	100%

O	LOOT CHANCE
Wool-Cloth	40%
Dessicated Herbs	30%
Coin Pouch	30%

P	LOOT CHANCE
Scholar's Bangle	35%
Short Pants	35%
Seeker's Token	30%

Q	LOOT CHANCE
Cloudwine	30%
White Wine	40%
War Bugle	30%

R	LOOT CHANCE
Scholar's Coat	35%
Leather Chestguard	65%

S	LOOT CHANCE
Royal Banner	70%
War Bugle	30%

T	LOOT CHANCE
Royal Banner	50%
War Bugle	30%
Seeker's Token	20%

U	LOOT CHANCE
Royal Banner	70%
War Bugle	30%

V	LOOT CHANCE
Third Journal Entry	100%

W	LOOT CHANCE
Seeker's Token	70%
War Bugle	30%

X	LOOT CHANCE
War Bugle	50%
Blast Arrow	50%

Y	LOOT CHANCE
Leather Shoes	35%
Short Pants	20%
Seeker's Token	45%

Z	LOOT CHANCE
Seeker's Token	65%
Cloudwine	35%

AA	LOOT CHANCE
Enlistment Corps Banner	50%
War Bugle	30%
Seeker's Token	20%

BB	LOOT CHANCE
Enlistment Corps Banner	70%
War Bugle	30%

CC	LOOT CHANCE
Royal Banner	50%
War Bugle	30%
Seeker's Token	20%

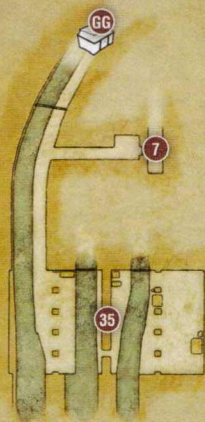
DD	LOOT CHANCE
War Bugle	50%
Blast Arrow	50%

EE	LOOT CHANCE
Leather Shoes	25%
Short Pants	40%
Seeker's Token	35%

FF	LOOT CHANCE
Scholar's Ccat	35%
Leather Chestguard	65%

GG	LOOT CHANCE
Dessicated Herbs	40%
War Bugle	30%
Seeker's Token	30%

Slums



AREA ENTRANCES

- To Estan Plains
- To Gransys
- To Estan Plains
- To Gran Soren Castle
- Up to Gran Soren
- To The Everfall:
First Level Underground
- To Gran Soren Castle:
First Level Underground

AREA LOCATIONS

- Notice Board
- Knowledge Chair
- Arsmith's Alehouse
- Camellia's Apothecary
- Caxton's Armory
- Urban Quarter
- Fountain Square
- Gran Soren Union Inn
- Castle Gate
- Devyn's Barber Shop
- Pawn Guild
- Portcrystal
- Smithy
- Craftsman's Quarter
- Craftsman's House
- Passage Gate
- Field
- Venerly
- Madeleine's Shop
- The Black Cat
- Merchant's House
- Aqueduct
- Gran Soren Cathedral
- Noble Quarter
- Fournival Manor
- Knight's Manor
- Rooftop Access
- Slums

IMPORTANT ITEMS

- Seeker's Token
- Seeker's Token
- Seeker's Token (Inside Guard Tower)
- Seeker's Token (In building access to room from rooftop)
- Third Journal Entry
- Seeker's Token (Castle Wall access to top of grass hill)

NPC'S

ABRAM
0840-1700: Exits Duke's Demesne, Venerly
1700-2300: Venerly
2300-0840: Returns to Duke's Demesne

AEMELIE
0000-2400: Slums

AGNES
0700-2100: Venerly bridge and other bridges
2100-0700: Near ladder to Slums

AMITY
0800-2100: Castle Gate back passage to Fountain Plaza

ARIC
0700-1700: Exits town via Urban Quarter Gate
1700-0200: Returns to town, Venerly
0200-0700: Fountain Plaza, Venerly

ARSMITH
0000-2400: Arsmith's Alehouse
Post Game
0000-2400: Arsmith's Alehouse

ASALAM (INN, STORAGE, SKILL TRAINER, VOCATION TRAINER)
0000-2400: Gran Soren Union Inn
Post Game
0000-2400: Pawn Guild

AUSTINE (QUEST GIVER)
0600-2100: Forge
2100-0600: Craftsman's House
Post Game
0600-2100: Forge
2100-0600: Craftsman's House

BADEN
0200-2300: Near Arsmith's Alehouse, Noble Quarter, to Castle Gate, Returns to Alehouse
2300-0200: Outside Arsmith's Alehouse

BARNABY (QUEST GIVER)
0000-2400: Pawn Guild
Post Game
0000-2400: Pawn Guild

BAUDRIC
0700-2100: Noble Quarter, Venerly Bridge
Post Game
0900-2300: Near Noble Quarter
2300-0900: Near Town Center

BAWDIWIN
0700-1700: Exits Duke's Demesne, visits Fountain Plaza, leaves town
1700-0700: Enters town, goes to Duke's Demesne

BRICE
0600-1900: Enters store
1900-2300: Closes store, Venerly
2300-0600: Leaves town via Urban Quarter gate
Post Game
0900-2300: Town Center
2300-0900: Leaves town via Urban Quarter gate

CALE
0830-1500: Enters town via Urban Quarter gate, Fountain Plaza
1500-2200: Venerly
2200-0830: Leaves town via Urban Quarter gate

CAMELLIA (ITEM SHOP)
0000-2400: Camellia's Apothecary
Post Game
0000-2400: Camellia's Apothecary

CAPTAIN MERCEDES (QUEST GIVER)
0600-2000: Patrols Duke's Demesne, 2nd floor
2000-0600: Waits in Duke's Demesne, 2nd floor

CAREL
0630-1000: Exits Craftsman's House, goes to storehouse
1000-1600: Fountain Plaza
1600-2200: Carries boxes back and forth from Craftsman's House to storehouse
2200-0630: Enters Craftsman's House

CAXTON (BLACKSMITH, QUEST GIVER)
0000-2400: Caxton's Armory
Post Game
0000-2400: Caxton's Armory

CORNELIUS
0000-2400: Craftsman's Quarter gate

DANTON
0730-1100: Enters town via Urban Quarter gate, Arsmith's Alehouse
1100-2030: Fountain Plaza
2030-0730: Leaves town via Urban Quarter gate
Post Game
0900-2300: Enters town via Urban Quarter gate, Town Center, Camellia's Apothecary, alley
2300-0900: Leaves town via Urban Quarter gate

DEVYN (BARBER)
0000-2400: Devyn's Barber Shop
Post Game
0000-2400: Craftsman's Quarter

EDGAR
0500-1200: Cathedral
1200-1800: Noble Quarter
1800-2200: Returns to Cathedral
2200-0500: Cathedral
Post Game
0500-2200: Near Cathedral
2200-0500: Cathedral

EMME
0800-1800: Exits Gran Soren Union Inn, Venerly, Craftsman's Quarter
1800-0800: Returns to Gran Soren Union Inn

EUGEN
0900-1400: Enters town via Craftsman's Quarter gate, Smithy, Fournival's House, Devyn's Barber Shop, Arsmith's Alehouse, Exits
1400-1600: Not in Gran Soren
1600-2000: Enters town via Craftsman's Quarter gate, Smithy, Fournival's House, Devyn's Barber Shop, Arsmith's Alehouse

FANCEY
1000-1900: Leaves home, Noble Quarter, Cathedral
1900-1000: Returns home

FLAVIAN
0900-1900: Enters town via Urban Quarter gate, Fountain Plaza
1900-0900: Leaves town via Urban Quarter gate
Post Game
0900-2300: Enters town via Urban Quarter gate, near Camellia's Apothecary
2300-0900: Leaves town via Urban Quarter gate

FOURNIVAL (QUEST GIVER)
0900-1030: Leaves home
1030-1600: The Black Cat
1600-2200: Noble Quarter Castle Gate to Duke's Demesne
2200-0900: Returns home
Post Game
0900-1030: Leaves home
1030-1600: Behind Arsmith's Alehouse
1600-2200: Noble Quarter Castle Gate to Duke's Demesne
2200-0900: Returns home

NPCS Con't.

FROST

0800-1800: Leaves Duke's Demesne, Ventry
1800-2300: Arsmith's Alehouse
2300-0800: Returns to Duke's Demesne

GARVIN

0530-2200: Exits Craftsman's House, works at kiln
2200-0530: Returns to Craftsman's House
Post Game
0530-2200: Exits Craftsman's House, works at kiln
2200-0530: Returns to Craftsman's House

GEFFREY

0000-2400: Cathedral
Post Game
0000-2400: Cathedral

GUSTON

0600-1600: Leaves town via Urban Quarter Gate
1600-0100: Enters town via Urban Quarter Gate, Ventry
0100-0600: Fountain Plaza, Ventry

GWINE

0000-2400: Camellia's Apothecary
Post Game
0000-2400: Camellia's Apothecary

HASLETT

0000-2400: Cathedral
Post Game
0000-2400: Cathedral

HENDER

0830-1730: Exits Duke's Demesne, Ventry
1730-0830: Returns to Duke's Demesne

HEWREY

0000-2400: Slums

HILDE

0500-1800: Exits Cathedral, Craftsman's Quarter
1800-2200: Cathedral entrance
2200-0500: Returns to Cathedral
Post Game
0500-1800: Exits Cathedral, Craftsman's Quarter
1800-2200: Cathedral entrance
2200-0500: Returns to Cathedral

HOBERT

0630-1630: Leaves town via Craftsman's Quarter gate
1630-0200: Enters via Craftsman's Quarter gate, Ventry
0200-0630: Ventry

HOWLEN

0500-1100: Exits Smithy, Arsmith's Alehouse
1100-1500: Arsmith's Alehouse
1700-2000: Returns to Smithy
2000-0500: Returns home
Post Game
0600-1700: Exits Smithy
1700-2000: Looks over Town Center, returns to Smithy
2000-0600: Returns home

HUMPHRAU

0500-1100: Exits Smithy
1100-1700: Arsmith's Alehouse
1700-2000: Returns to Smithy
2000-0600: Returns home

ISABEL

0730-2000: Exits Duke's Demesne, Fournival's Manor, Cathedral, returns to Fournival's Manor
2000-0730: Returns to Duke's Demesne

JASPER

1000-2000: Enters town via Urban Quarter gate, Fountain Plaza
2000-1000: Leaves town via Urban Quarter gate
Post Game
1000-2000: Enters town via Urban Quarter gate, near Camellia's Apothecary
2000-1000: Leaves town via Urban Quarter gate

JEAN

0000-2400: Cathedral

JENLYNS

0730-1730: Leaves via Craftsman's Quarter gate
1730-0300: Enters via Craftsman's Quarter gate, Ventry
0300-0730: Fountain Plaza

JOLETTE

0900-1100: Exits Duke's Demesne, Cathedral
1100-1800: Fournival's Manor, Noble Quarter
1800-0900: Returns to Duke's Demesne

JOSIAS

0530-2130: Leaves house, tills Field
2130-0530: Returns home

JOSUA

1000-2000: Enters town via Urban Quarter gate, Camellia's Apothecary to tower
2000-1000: Leaves town via Urban Quarter gate

JUDITH

0000-2400: Urban Quarter
Post Game
0000-2400: Urban Quarter

KASSIE

0800-0900: Enters town via Urban Quarter gate
0900-1800: Craftsman's Quarter
1800-0800: Leaves town via Urban Quarter gate

KATLYN

0330-1800: Returns home to Ventry
1800-0330: Exits house and approaches player

LENA

0500-1800: Urban Quarter
1800-2300: Closes shop, Arsmith's Alehouse
2300-0500: Leaves town via Urban Quarter gate
Post Game
0800-2300: Town Center
2300-0800: Leaves town via Urban Quarter gate

LUCIE

0600-1330: Leaves home, tills Field
1330-2030: Tills Field near Craftsman's Quarter gate
2030-0600: Returns home

MADELEINE (MERCHANT)

0000-2400: Madeleine's Shop
Post Game
0000-2400: Craftsman's Quarter

MARLA

0000-2400: Arsmith's Alehouse

MARTHA

0330-1800: Returns home to Ventry
1800-0330: Exits house and approaches player

MASON (QUEST GIVER)

0800-1200: Enters via Urban Quarter gate, Fountain Plaza
1200-1800: The Black Cat
1800-2250: Fountain Plaza
2250-0800: Leaves via Urban Quarter gate

MATHEWE

0600-0900: Exits via Urban Quarter gate
0900-1800: Enters store in Urban Quarter
1800-0600: Closes shop, Arsmith's Alehouse
Post Game
0900-2300: Town Center
2300-0900: Leaves via Urban Quarter gate

MAURIN

0900-1400: Enters town via Urban Quarter gate, Caxton's Armory, The Black Cat, Cathedral, Pawn Guild, exits via Craftsman's Quarter gate
1600-2000: Enters town via Craftsman's Quarter gate, Smithy, Fournival's Manor, Davyn's Barber Shop, Arsmith's Alehouse, exits via front gate

MAXON

0500-2200: Around Cathedral
2200-0500: Returns to Cathedral
Post Game
0500-2200: Around Cathedral
2200-0500: Returns to Cathedral

MELLARD

1100-1500: Noble Quarter
1500-1800: Cathedral
1800-2200: Noble Quarter
2200-1100: Goes home

MERIDITH

0000-2400: Gran Soren Union Inn
Post Game
0000-2400: Craftsman's Quarter

MERRICK

0700-1900: Enters via Urban Quarter gate, Fountain Plaza
1900-0700: Leaves via Urban Quarter gate
Post Game
0900-1800: Enters via Urban Quarter gate, Town Center
1800-0900: Leaves via Urban Quarter gate

MILBEROWE

0300-1800: Returns home to Ventry
1800-0300: Sits outside house
Post Game
0430-1830: Returns home via alley door
1830-0430: Comes out from alley door

MILLY

0000-2400: Cathedral
Post Game
0500-2200: Guards Cathedral
2200-0500: Cathedral

MOUNTEBANK (FORGER)

0000-2400: The Black Cat
Post Game
0000-2400: The Black Cat

NETTIE

0000-2400: Arsmith's Alehouse
Post Game
0000-2400: Arsmith's Alehouse, Camellia's Apothecary, Caxton's Armory

NILS

0900-1900: Enters via Urban Quarter gate, Fountain Plaza
1900-0900: Leaves town via Urban Quarter gate

OSIP

0800-2100: Enters shop via Urban Quarter
2100-0800: Closes shop, leaves via Urban Quarter gate

PERNILL

0300-1800: Returns home in Ventry
1800-0300: Sits outside house
Post Game
0400-1800: Returns home
1800-0400: Exits alley

PHILIPPA

0000-2400: Slums

PIP

0800-0900: Enters via Urban Quarter gate, near Arsmith's Alehouse
0900-1800: Fountain Plaza
1800-0800: Leaves via Urban Quarter gate
Post Game
0800-1800: Near Craftsman's Quarter gate
1800-0800: Field

PIPA

0900-2100: Leaves Duke's Demesne, Cathedral, Noble Quarter
2100-0900: Returns to Duke's Demesne

REYNARD (MERCHANT)

0600-0900: Enters town via Urban Quarter gate
0900-2200: Fountain Plaza
2200-0600: Gran Soren Union Inn
Post Game
0000-2400: Near Craftsman's Quarter gate

RYCHARD

0700-1800: Enters town via Urban Quarter gate, Fountain Plaza
1800-2200: Arsmith's Alehouse
2200-0700: Leaves via Urban Quarter gate

SARA

0700-1030: Enters via Urban Quarter gate, Arsmith's Alehouse
1030-2010: Fountain Plaza
2010-0700: Leaves via Urban Quarter gate
Post Game
0000-2400: Craftsman's Quarter and Field

SER ADRAENN

0000-2400: In front of Duke's Demesne

SER AERICK

0000-2400: Fountain Plaza

SER ALVERT

0000-2400: Urban Quarter gate

SER AUGUSTE

0000-2400: Castle Gate

SER BAYARD

0800-2200: Exits Duke's Demesne, Ventry
2200-0800: Returns to Duke's Demesne

SER CAMILLUS

0000-2400: Fountain Plaza gate

SER CYRIAC

0800-2200: Exits Duke's Demesne, Ventry
2200-0800: Returns to Duke's Demesne

SER FEDOR

0800-2200: Leaves Duke's Demesne, Noble Quarter
2200-0800: Returns to Duke's Demesne

SER FOLKE

0800-2200: Castle wall
2200-0800: Noble Quarter

SER FORDEN

0000-2400: Ladder to Slums
Post Game
0000-2400: Town Center

SER GAUWYN

0000-2400: Passage from Fountain Plaza to Craftsman's Quarter

SER GREGOR

0000-2400: Castle Gate

SER HENNING

0600-2200: Leaves Duke's Demesne, Cathedral to Ventry

SER HEWREY

0800-2200: Leaves Duke's Demesne, Noble Quarter
2200-0800: Returns to Duke's Demesne

SER IVO

0000-2400: In front of Cathedral

SER JAKYS

0000-2400: Noble Quarter

SER JARETH

0000-2400: Noble Quarter entrance

NPCS Con't.

SER JOVAN
0300-2300: Vinery
2300-0300: Arsmith's Alehouse

SER KESTRIL
0300-2300: Vinery
2300-0300: Arsmith's Alehouse

SER LAURENT
0000-2400: Craftsman's Quarter gate

SER MARCAS
0700-2200: Exits Duke's Demesne, Vinery
2200-0700: Returns to Duke's Demesne
Post Game
0000-2400: Patrols Town Center

SER MATHYS
0730-2200: Exits Duke's Demesne, Vinery
2200-0730: Returns to Duke's Demesne

SER MAXIMILIAN (QUEST GIVER)
0500-2200: Front of Duke's Demesne
2200-0500: Front of gate
Post Game
0000-2400: Town Center

SER NICHOL
0000-2400: Guards Urban Quarter gate

SER RAFFE
0000-2400: Craftsman's Quarter, Field, Noble Quarter

SER RAULIN
0730-2200: Exits Duke's Demesne, Vinery
2200-0730: Returns to Duke's Demesne

SER SAIRUS
0800-2100: Castle gate back passage, Fountain Plaza
0800-2100: Back passages in front of Castle Gate
Post Game
0000-2400: Urban Quarter gate

SER VYCTOR
0700-2200: Exits from Duke's Demesne, Vinery
2200-0700: Returns to Duke's Demesne
Post Game
0000-2400: Town Center

SIMOND
0700-2000: Enters store in Urban Quarter
2000-0700: Closes shop, leaves via Urban Quarter gate

STEFFEN (QUEST GIVER)
0000-2400: Castle gate thoroughfare to back road
Post Game
0000-2400: Castle gate to Town Center

SYLVIE
0710-1900: Enters town via Urban Quarter gate, Fountain Plaza, Vinery bridge
1900-0710: Devyn's Barber Shop, exits via Urban Quarter gate

SYMONE
0900-1030: Leaves home
1030-1800: Noble Quarter
1800-0900: Returns home
Post Game
0900-1030: Leaves home
1030-1800: Noble Quarter
1800-0900: Returns home

TOMLIN
0800-0900: Enters via Urban Quarter gate
0900-1800: Vinery, Craftsman's Quarter
1800-0800: Leaves via Urban Quarter gate

VANDER
0930-1830: Exits Duke's Demesne, Noble Quarter
1830-0930: Returns to Duke's Demesne

VANNA
0740-1800: Leaves Duke's Demesne, Fountain Plaza
1800-2300: Arsmith's Alehouse
2300-0740: Returns to Duke's Demesne

WALTER
0000-2400: Slums
Post Game
0000-2400: Farmhouse

WILHEM
0530-2130: Exits Craftsman's House
2130-0530: Returns to Craftsman's House
Post Game
0530-2130: Exits Craftsman's House
2130-0530: Returns to Craftsman's House

FORAGED ITEMS

IN THE CITY

CATEGORY	NAME
Grass	Greenwarish
	Potent Greenwarish
Herbs	Gransys Herb
Flowers	Sweet Pollen
Vegetables	Twigbean
	Rock
Ore	Pretty Stone
	Gran Soren Rubble
	Ancient Scroll
Books	Cyclops Tactics
	Hobgoblin Tactics

CATEGORY	NAME
Books	Undead Tactics Vol. 1
	Undead Strategy Vol. 1
	Wolf Strategy Vol. 2
	Wolf Strategy Vol. 3
	War Bugle
	Tuft of Hair
Other	Cloudwine
	Hemp
	Wool-Cloth
	Silk



STORES

CAXTON'S ARMORY

WEAPONS

WEAPONS	WEIGHT	COST
Trusty Sword	1.47	2,700
Broadsword	1.52	14,600
Cutlass	1.55	23,600
Eden's Warden	1.65	36,200
Tight Cinquedeas	2.13	59,400
Undulant Sword	1.27	75,500
Caladbolg	1.77	87,800
Bastard Sword	1.92	115,000
Almace	2.38	189,000
Crossed Cinquedeas	2.83	333,000
Mace	2.02	17,200
Thousand Troops	1.98	26,400
Obliteratrix	2.54	38,500
Bloodthirsty Beak	1.91	67,600
Morgenstern	1.86	86,200
Crescending Roar	2.27	99,600
Ingot Club	2.24	134,800
Thousand Stings	2.30	177,000
Threaded Cudgel	2.63	377,000
Two-Hander	3.42	21,800
Steel Greatsword	3.74	78,400
War Blade	3.11	32,500
Lifetaker	4.74	99,600
Malignance	4.29	141,000

WEAPONS	WEIGHT	COST
Fiamberge	3.03	164,800
Ardent Will	3.47	312,000
Saving Grace	5.20	476,000
Judgement	6.84	24,300
Ferrie Talon	5.79	36,700
Mounted Pale	5.21	85,600
Steel Urchin	7.33	111,800
Fiery Talon	5.87	179,400
Chestcaver	8.41	184,500
Rooted Gloom	7.81	342,000
Cyclops Sigil	7.11	566,500
Throatcutters	0.81	2,520
Stiletos	0.77	11,600
Scalding Razors	0.80	22,300
Snagdiggers	0.84	46,800
Vouge Daggers	1.23	59,400
Crimson Teeth	0.72	72,800
Bardiche Daggers	0.89	91,700
Galvanic Razors	0.76	183,600
Chilling Razors	1.04	246,800
Ironclad Staff	1.13	2,570
Crimson Glare	1.21	13,300
Favored Flower	0.73	19,900
Thunderclap	1.33	32,600

WEAPONS	WEIGHT	COST
Unspoken Grace	0.98	50,800
Anchor To Heaven	0.87	64,500
Divine Axis	0.81	84,400
Cast Stone	1.29	97,800
Algid Bloom	0.85	166,900
Unfettered Claw	0.81	272,000
Common Archistaff	1.34	18,800
Grievous Horns	1.22	28,500
Favored Branches	1.46	71,400
Helical Archistaff	1.27	90,600
Frozen Tomorrow	1.32	127,800
Solar Numen	1.38	138,900
Stagnant Surge	1.39	238,600
Solar Providence	1.30	392,500
Pelta	1.34	2,160
Iron Shield	1.85	9,600
Feather-Light Pelta	0.89	18,700
Gran Soren Shield	1.92	38,800
Mark of the Chimera	1.95	49,400
Scorched Pelta	1.42	63,200
Scarred Sentinel	1.78	71,300
Orilux Shield	1.72	138,800
Dragon's Den	1.85	193,400
Wooden Wall	2.43	15,720

WEAPONS	WEIGHT	COST
Magick Buckler	2.22	23,140
Knight's Honor	2.64	54,400
Fine Magick Buckler	2.36	70,200
Blue Kite Shield	2.67	106,400
Thunder Kite Shield	3.50	92,800
Angel's Sanctum	2.76	312,600
Sylvan Bow	0.51	5,700
Direwolf Bow	0.64	8,640
Fluted Bow	0.57	22,800
Hunter's Bow	0.60	46,500
Pleached Limbs	0.68	61,600
Stalwart Bow	0.72	136,000
Reinforced Longbow	0.94	11,400
Bespoke Longbow	0.89	41,500
Plain Longbow	1.25	77,800
Veteran's Arc	1.05	138,600
Noble Limbs	1.12	219,000
Magian Crutch	0.38	12,200
Master's Merie	0.32	45,300
Terminal Gyre	0.35	85,400
Gimble Gyre	0.42	144,700
Herald's Helix	0.48	228,000

HEAD ARMOR

NAME	WEIGHT	COST
White Cap	0.66	4,650
Circlet	0.12	15,600
Clerical Cap	0.54	58,200
Chain Coll	1.14	1,680
Horned Helm	1.79	10,640
Barreled Helm	1.92	13,400
Iron Helm	1.76	32,400
Gryphic Helm	2.03	44,300
Chimeric Armet	2.38	64,800
Meloirean Helm	1.86	173,600
Leather Hood	0.57	1,560
Skulker's Mask	0.41	5,700

TORSO ARMOR

NAME	WEIGHT	COST
Quilted Jerkin	0.28	3,210
Cotton Tunic	0.23	2,840
Doublet	0.24	3,060
Braided Shirt	0.32	5,500
Light Outfit	0.25	5,400
Blessed Vest	0.36	12,300
Brigandine Jerkin	0.44	13,800
Hunter's Shirt	0.32	19,100
Gambeson	0.28	21,000
Leather Chestguard	0.32	1,210
Riveted Coat	0.46	2,440
Assembled Vest	0.33	3,400
Chain Mail	2.77	9,800
Hard Leather Plate	0.47	15,400
Trooper Outfit	0.56	14,700
Silver Chestplate	1.52	23,100
Iron Vest	2.13	16,200
Plated Coat	1.77	23,600
Silver Vest	2.87	24,700
Bliaut	0.74	7,460
Golden Belt	1.22	134,400

NAME	WEIGHT	COST
Red Leather Hood	0.69	9,880
Iron Head Armorgear	0.88	24,840
Assassin's Mask	0.74	33,600
Lion-Lord's Helm	1.23	54,300
Coupled Head Armorgear	0.93	154,700
Feather Hood	0.33	3,440
Wizard's Helm	0.72	9,560
Twilight Hood	0.81	26,800
Crowned Hood	0.82	52,920
Archwizard's Helm	0.89	163,300

ARM ARMOR

NAME	WEIGHT	COST
Scholar's Bangle	0.44	960
Bronze Bangles	0.78	2,850
Silver Bands	0.51	6,840
Champion's Bangles	0.88	100,800
Hand Covers	0.52	4,180
Leather Gloves	1.02	8,740
Iron Bracers	1.24	9,550
Red Leather Glove	0.78	11,200
Iron Manicae	1.34	22,350

NAME	WEIGHT	COST
Scarlet Hand Covers	0.62	48,400
Master's Bracers	1.10	50,620
Darkened Gloves	1.37	142,500
Iron Armguard	1.89	25,920
Gryphic Gauntlets	3.21	37,440
Chimeric Gauntlets	3.46	54,000
Meloirean Armguard	2.33	148,800
Assembled Sleeves	1.14	28,940

LEG ARMOR

NAME	WEIGHT	COST
Brown Leathers	0.26	5,100
Urban Hosen	0.28	4,440
Denim Hosen	0.25	5,100
Evering Tights	0.24	3,800
Laborer's Breeches	0.28	9,400
Twisted Leathers	0.34	11,760
Seeker Tights	0.22	10,400
Huntsman's Trousers	0.37	16,800
Braided Hosen	0.43	17,300
Half Chain Hosen	0.34	2,720
Full Chain Hosen	1.35	13,800
Silver Hosen	1.54	19,800
Scholar's Boots	0.82	1,080
Mage's Shoes	0.64	8,480
Wizard's Boots	0.71	25,200
Dark Over-Knee Boots	1.67	122,800

NAME	WEIGHT	COST
Steel-Toed Boots	1.22	4,940
Riveted Boots	1.41	3,880
Iron Boots	1.32	9,080
Downcuffs & Cuisses	0.95	8,120
Chainmail Skirt	1.64	27,200
Assembled Breeches	1.37	34,500
Thick Fur Greaves	1.42	51,800
Leather Ocreae	1.35	141,500
Battle Greaves	1.38	9,880
Iron Cuisses	2.75	26,160
Gryphic Greaves	2.94	41,180
Chimeric Sabatons	2.73	57,240
Meloirean Greaves	2.97	155,000
Fur & Cuisses	1.32	4,430
Red Leather Cuisses	1.52	8,770
Nimble Cuisses	1.16	56,400

ACCOUTREMENTS

NAME	WEIGHT	COST
Shoulder Cape	0.34	3,300
Mahogany Cape	0.35	3,840
Knight's Mantle	0.84	5,120
Scholar's Cape	0.73	3,600
Feather Cape	0.28	4,800
Scarlet Cape	0.42	7,200

NAME	WEIGHT	COST
Dignified Cape	0.36	11,500
Ebon Neck Wrap	0.58	4,200
Violet Neck Wrap	0.63	6,320
Adventurer's Cloak	1.04	4,400
Pauldron	0.76	6,900

STORES

CAMELLIA'S APOTHECARY

CURATIVES

NAME	WEIGHT	COST
Greenwarish	0.10	70
Potent Greenwarish	0.21	300
Mushroom	0.09	50
Large Mushroom	0.18	250
Harspud Milk	0.30	850
Harspud Juice	0.45	1,750
Harspud Sauce	0.60	2,500
Balmy Perfume	0.35	3,750
Rousing Perfume	0.33	3,250
Absorbent Rag	0.07	120
Clean Cloth	0.06	120
Smother Sap	0.15	160
Spicy Mushroom Tea	0.19	160
Mithridate	0.13	120
Detoxifying Powder	0.24	800
Bringbout	0.20	600
Peppermint Seed	0.20	2,400
Bottled Haste	0.13	160
Oak Leaf Oil	0.33	1,600
Eyedropper	0.11	240
Vigilite	0.40	2,400

NAME	WEIGHT	COST
Throat Drops	0.15	280
Throat Remedy	0.19	2,800
Placative Brew	0.43	280
Liberating Brew	0.13	280
Drop of Deliverance	0.31	2,800
Purifying Brew	0.18	800
Frozen Holy Water	0.37	8,000
Secret Softener	0.15	500
Cockatrice Liquor	0.32	5,000
Dose of Strength	0.15	150
Font of Vigor	0.33	1,500
Dose of Courage	0.14	100
Font of Constitution	0.33	1,000
Warlock's Draught	0.15	150
Warlock's Incense	0.26	1,500
Cleric's Draught	0.14	100
Cleric's Incense	0.26	1,000
Interventive	0.42	1,300
Light-Cure	0.43	1,600
Penacea	0.59	2,500
Isometricine	0.66	1,000

MADELEINE (TRAVELING PEDDLER)*

CURATIVES

NAME	WEIGHT	COST
Desiccated Herbs	0.23	270
Stone-Moss Poultice	0.31	1,400
Foreign Medicament	0.60	4,600
Pickled Mushrooms	0.14	800
Backfat Oil	0.27	900
Staminal Drench	0.54	1,300
Balmy Perfume	0.35	3,750
Balmy Incense	0.53	8,250
Rousing Perfume	0.33	3,250

NAME	WEIGHT	COST
Rousing Incense	0.51	7,750
Dose of Strength	0.15	150
Dose of Courage	0.14	100
Warlock's Draught	0.15	150
Warlock's Incense	0.26	1,500
Cleric's Draught	0.14	100
Cleric's Incense	0.26	1,000
Penacea	0.59	2,500

TOOLS

NAME	WEIGHT	COST
Conqueror's Periapt	0.26	1,500
Angel's Periapt	0.26	1,000
Demon's Periapt	0.26	1,500
Mage's Periapt	0.26	1,000
Monk's Periapt	0.41	2,000
Pilgrim's Charm	0.61	70,000
Poison Arrow	0.01	6

NAME	WEIGHT	COST
Blinder Arrow	0.03	8
Silencer Arrow	0.02	12
Sleeper Arrow	0.02	18
Oil Arrow	0.01	7
Throwblast	0.27	1,210
Dragon's Spit	0.20	980
Foreign Knife	0.20	930

WEAPONS

NAME	WEIGHT	COST
Throatcutters	0.81	2,520
Stiletos	0.77	11,600
Scalding Razors	0.80	22,300
Snsdaggers	0.84	46,800
Vouge Daggers	1.23	59,400
Crimson Teeth	0.72	72,800
Bardiche Daggers	0.89	91,700
Galvanic Razors	0.76	183,600
Kunai	0.88	155,000
Chilling Razors	1.04	248,800
Crimson Glare	1.21	13,300
Thunderclap	1.33	32,600
Divine Axis	0.81	84,400

NAME	WEIGHT	COST
Cast Stone	1.29	97,800
Unlettered Claw	0.81	272,000
Shortbow	0.47	600
Sylvan Bow	0.51	5,700
Dirswolf Bow	0.64	8,640
Fluted Bow	0.57	22,800
Hunter's Bow	0.60	46,500
Stalwart Bow	0.72	136,000
Magian Crutch	0.38	12,200
Master's merle	0.32	45,300
Terminal Gyre	0.35	85,400
Herald's Helix	0.48	228,000

MATERIALS

NAME	WEIGHT	COST
Flammica	0.14	270

HEAD ARMOR

NAME	WEIGHT	COST
White Cap	0.66	4,650
Clerical Cap	0.54	58,200
Circlet	0.12	15,600
Leather Circlet	0.25	14,200
Laurel Circlet	0.28	289,600
Faerie Hood	0.41	1,440

TORSO ARMOR

NAME	WEIGHT	COST
Tunic	0.28	330
Cotton Tunic	0.23	2,840
Forest Tunic	0.29	18,300
Linen Shirt	0.27	1,050
Blessed Vest	0.36	12,300
Alchemick Vest	0.35	22,200
Maiden's Camisole	0.12	19,500
Lady's Corset	0.30	5,880
Noblewoman's Corset	0.38	29,800
Chestguard	0.70	3,120

ARM ARMOR

NAME	WEIGHT	COST
Funnybone Guards	0.36	1,040
Arm Crest	0.73	41,800
Bronze Bangles	0.78	2,850
Tiger Bangle	0.64	7,740

LEG ARMOR

NAME	WEIGHT	COST
Leather Bandings	0.22	420
Bandit Stalkers	0.30	7,700
Iron Bandings	0.52	18,600
Laced Leggings	0.25	2,980
Brown Laced Leggings	0.31	17,900
Alchemick Hosen	0.48	18,200
White Stockings	0.16	15,600
Silk Lingerie	0.17	21,800
Dusk Shoes	0.77	3,460
Gloaming Shoes	0.81	24,680

NAME	WEIGHT	COST
Imperial Acid	0.21	1,130

NAME	WEIGHT	COST
Verdant Hood	0.54	3,820
Twilight Hood	0.81	26,800
Crowned Hood	0.82	52,920
Autumn Hood	0.67	142,600
Summery Cowl	0.70	47,600
Sultry Cowl	0.81	352,000

NAME	WEIGHT	COST
Weak Guard	1.02	36,500
Padded Armor	1.32	14,600
Flutter Padding	1.25	40,200
Rex Lion Padding	1.59	74,500
Animistic Robe	1.47	78,900
Crimson Robe	1.48	176,500
Maiden's Petticoat	0.46	57,600
Frame Plate	1.76	30,800
Summery Pareo	0.54	68,800
Sultry Pareo	0.67	468,200

NAME	WEIGHT	COST
Runic Bangles	0.77	20,520
Jade Bangles	0.81	45,360
Alchemick Bangles	1.03	111,600

NAME	WEIGHT	COST
Over-Knee Boots	1.49	7,460
Red Over-Knee Boots	1.51	48,680
Fine Over-Knee Boots	1.58	24,080
Dark Over-Knee Boots	1.67	122,800
Blue Longkilt	0.84	4,160
Red Longkilt	0.88	26,460
Purple Longkilt	0.91	130,200
Raptor Cussets	1.94	36,880
Flame Skirt	0.84	288,600

ACCOUTREMENTS

NAME	WEIGHT	COST
Alchemick Cloak	1.08	6,080
Sleeful Nails	0.10	2,400
Barbed Nails	0.10	7,800
Ring of Gales	0.20	40,000
Ring of Azure	0.20	40,000
Ring of Purple	0.20	40,000
Ring of Sable	0.20	60,000
Ring of Argent	0.20	60,000

* Requires that you helped Madeleine

NAME	WEIGHT	COST
Ring of Ruby	0.30	120,000
Rose Ring	0.16	30,000
Iris Ring	0.16	30,000
Violet Ring	0.16	30,000
Restless Earring	0.20	56,000
Cleansing Earring	0.20	56,000
Nimble Earring	0.20	56,000
Free-Spoken Earring	0.20	56,000

THE BLACK CAT

TOOLS

NAME	WEIGHT	COST
Ferrystone	0.18	45,000

OTHER

NAME	WEIGHT	COST
Hoe	0.67	320
Spade	0.82	350
Scythe	0.40	400

NAME	WEIGHT	COST
Portocrystal	3.33	200,000

NAME	WEIGHT	COST
Hammer	0.80	150
Trowel	0.31	200
Broom	0.28	200

SPECIAL

NAME	WEIGHT	COST
Skeleton Key	0.21	4,220

NAME	WEIGHT	COST
Wakestone Shard	0.20	30,000

WEAPONS

NAME	WEIGHT	COST
Undulant Gold	2.62	163,600
Golden Bastard	3.43	347,900
Golden Rapier	2.43	566,400
Golden Obliteratrix	5.11	185,000
Golden Stings	4.42	396,400
Beak of Gold	3.02	651,400
Soulwalker	7.32	217,500
Golden Lance	7.30	466,100
Gryphic Gold	5.78	764,600
Golden Pale	9.46	237,100
Teeth of Gold	10.56	507,900

NAME	WEIGHT	COST
Golden Cyclops Sigil	12.12	832,500
Golden Stiletto	1.38	132,500
Snags of Gold	1.69	285,400
Golden Bardiches	1.78	470,000
Golden Grace	1.74	143,900
Path to Heaven	1.54	309,600
Golden Claw	1.57	509,600
Grievous Gold	2.34	197,900
Golden Meniscus	2.55	424,300
Keen Dragon's Wit	2.81	696,800

TORSO OUTFITS

NAME	WEIGHT	COST
Set of Lady's Garb	1.04	6,200
Set of Salvation Robes	1.36	4,900

ACCOUTREMENTS

NAME	WEIGHT	COST
Tattered Mantle	1.07	6,000

FOURNIVAL'S RARITIES

CURATIVES

NAME	WEIGHT	COST
Tagilus's Miracle	0.44	3,500
Steel Nut Salve	0.43	3,000
Salomet's Secret	0.44	3,500

NAME	WEIGHT	COST
Decoction of Bandilly	0.43	3,000
Mushroom Potage	0.48	2,500
Sobering Wine	0.78	6,000

TOOLS

NAME	WEIGHT	COST
Coin Purse of Charity	2.00	7,500
Conqueror's Periapt	0.26	1,500
Angel's Periapt	0.26	1,000
Demon's Periapt	0.26	1,500
Mage's Periapt	0.26	1,000
Monk's Periapt	0.41	2,000
Veteran's Periapt	0.46	25,000
Banker's Periapt	0.47	20,000

NAME	WEIGHT	COST
Pilgrim's Charm	0.61	70,000
Vigor Extract	0.31	1,350
Serenity Extract	0.29	1,000
Silverwheat Paste	0.31	350
Goldbean Grind	0.29	350
Maker's Finger	5.14	300,000
Ferrystone	0.18	10,000
Dragon's Gaze	0.75	3,980

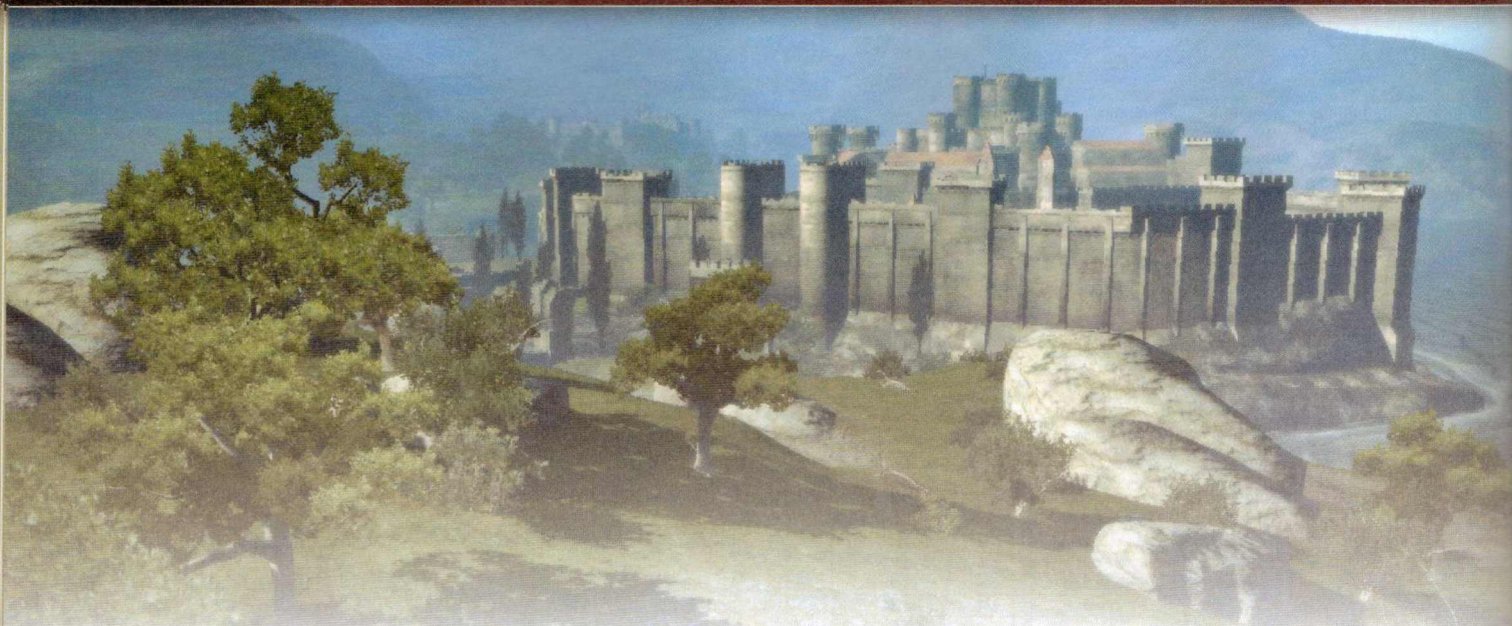
OTHER

NAME	WEIGHT	COST
Wakestone Shard	0.20	15,000

ACCOUTREMENTS

NAME	WEIGHT	COST
Magnanimous Cloak	0.56	118,800





BASIC INFORMATION

Gran Soren is the capital city of Gransys. It's home to Duke Edmun Dragonsbane, and there are shops and services throughout the area. Your party can travel here after doing several important quests in the south. Thereafter, Gran Soren is available pretty much whenever you need it to be.

There are three entrances to the city. The eastern exit from the aqueducts connects with a small cliff around the coastal side of the city. This is often useless for travelers, but it comes into play during certain quests.



The main entrances are on the western side of the city. One of them is more to the north, and the other is in the south. Both have major roads that lead into them, so you don't have trouble finding out where to go.

There are several major sections within the city. The first you're likely to see is the Urban Quarter. This is where people go to rest, buy weapons and armor, replenish their herbs, or seek quests. The alehouse and inn each have Notice Boards. Seek them out for honest work.



The southern portion of town is much less affluent, so there are fewer shops and little to do. If you helped Madeleine, she eventually sets up shop there. There is also a forger in the south who runs The Black Cat.



To the northwest is the Craftsman's Quarter. It's locked at first, but you can get into the area without more than a couple of minutes spent talking to people around the city. The Craftsman's Quarter has a Portcrystal, used for rapid return to the city, if you have a Ferrystone. That is also where you find the Pawn's Guild. It has another Notice Board and some important questing in its own right.



You find the Noble's Quarter and the entrance to the Duke's personal Demesne in the northeast. The Duke's Demesne is a subsection of Gran Soren. You can't take your party there, and even your hero isn't initially allowed entrance. It's only after running quite a few quests for important people in town that you gain an audience with the duke.



Look around the city once you get into Gran Soren. There are services here that aren't available in the smaller southern communities that you've explored. For example, Caxton's store has Enhancement options for your equipment. There are also several easy chests to loot above the entry gate. Go into the guardhouse and climb up to the higher tiers. There are four chests in all, and you might find something useful or valuable!

ferrystones

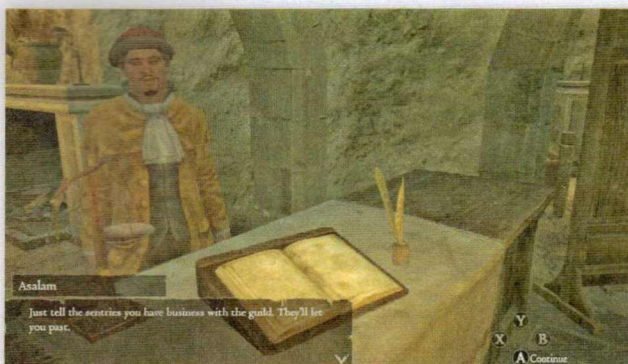
There is a Ferrystone only a few feet outside of the pawn's guild. It's on the ground and you are free to pick it up. These wonderful items teleport your entire party back to Gran Soren. Make sure to get this before you leave; it saves an immense amount of time when you want to return.

This ferrystone doesn't regenerate often, but it does appear again from time to time. Always look on the ground when you walk by the Portcrystal in the Craftsman's Quarter.

For more of the stones, talk to fournival, a man in the Noble Quarter. He starts to sell them (and other oddities) once you've gotten your name around in Gran Soren. His ferrystones cost 10,000 gold a piece. Most of the time, they're well worth the money.

He suggests that you speak with several important people here in town.

The local inn is near the town square. That's the first place you want to go. Asalam is the innkeeper, and he's your man. After talking to him, look at the services he offers. You can learn skills there, rest, or even change your vocation. If you've been curious about other starting vocations, look into those for a while. Or, if you have the Discipline Points for it, try an advanced vocation. These new offerings are much more specialized, but they're also extremely powerful once you master some of their skills.



Walk north from the inn and talk to Ser Camillus. He's in front of an open gate. Tell him that you have business with the Pawn Guild and he lets you through. The Pawn Guild is on the western side of the area beyond. It has its own Notice Board (with different quests than the one near the main entrance).



Inside the guild is Barnaby, and he's been expecting you. Talking to him finishes the quest.

STORY QUESTS THAT BEGIN HERE

A MATTER OF MYRMIDONS



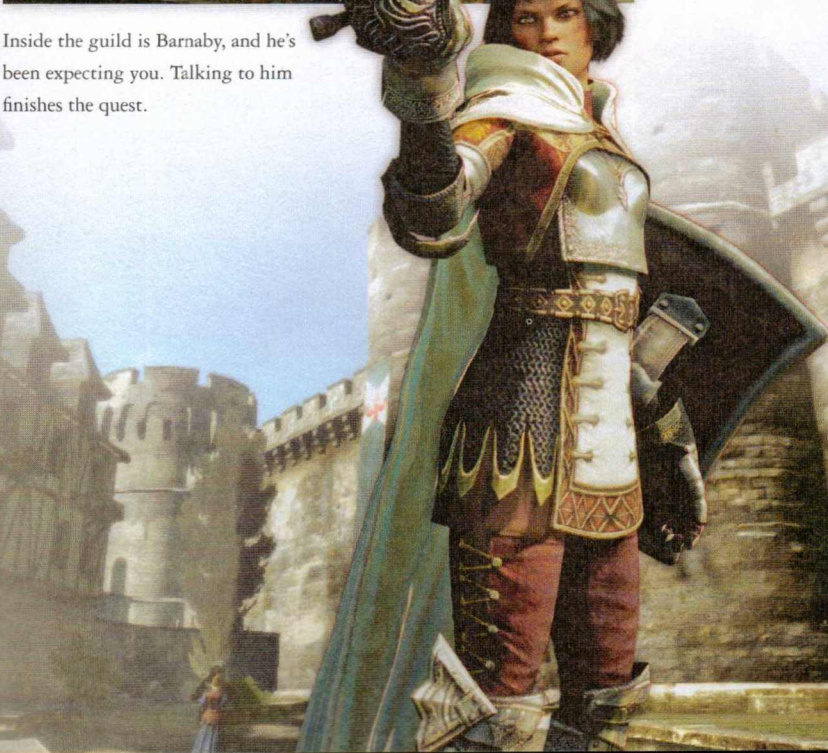
Begins: Starts as soon as your group arrives in Gran Soren with Mercedes

Ends: After you have talked to Barnaby in the Pawn's Guild

Reward: 3,500 Gold, 3,000 Experience, and 5 Rift Crystals



A man named Mason approaches you as Mercedes heads off to do the diplomatic thing. Mason tries to get you excited about the pawns of the city.



LURE OF THE ABYSS



Begins: After you complete A Matter of Myrmidons and talk to Barnaby again

Ends: Once you have explored the Everfall and talked to Barnaby about your observations

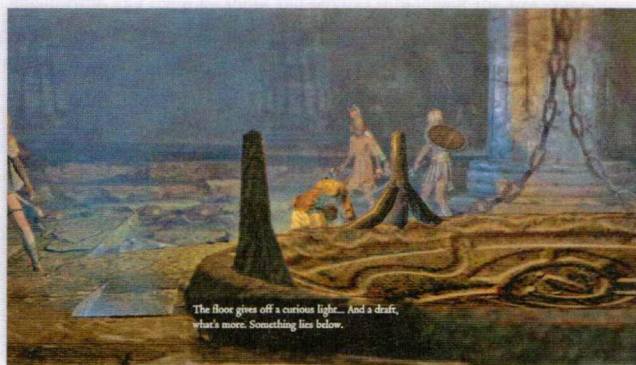
Reward: 12,000 Gold, 8,000 Experience, and 10 Rift Crystals



Talk to Barnaby, who is still inside the Pawn's Guild, to start this quest and then proceed to the bottom of the Everfall. There are dozens of Undead, Skeletons, and other monsters along the

route. Holy Boon/Affinity is a major advantage, and healing is a must. Bats, Spiders, and Harpies offer nuisance threats, but an Ogre gives you more to worry about.

At the bottom of the area is a circle of energy. Examine that circle and then flee the dungeon as quickly as possible. Dozens of horrific worms burst from the depths and chase your party out of the Everfall. They aren't worth fighting. You don't get experience for killing them, and their numbers are limitless.



Talk to Barnaby again to complete the quest.

What Comes Next

Soon after you complete this, the duke's people contact your hero. Your work against the Hydra drew some very influential interest. Several major quests now become available.

You're told to seek out Ser Maximilian. He is in the Noble Quarter of Gran Soren, near the castle gate. When you see him, offer to help with one of several problems. This continues your storyline.



It's possible to take all four of the quests at once. Read the following entries to learn more about each of them. One of the best ways to proceed is to take all four quests, finish the city investigations for all of them, and then go out of Gran Soren to hit at least a couple of them at a time. This prevents you from having to leave Gran Soren, do one thing, and then return.



In particular, The Cypher and Seeking Salvation quests are close together. It's easy to walk north, complete The Cypher, and then grab Seeking Salvation before coming home.

THE CYPHER



Begins: When you talk to Ser Maximilian, near Gran Soren Castle (and choose to decipher a text)

Ends: After you have learned more about a strange slate

Reward: 10,000 Gold, 10,000 Experience, and 15 Rift Crystals



Ser Maximilian wants to learn more about a slate that contains information on the Dragon. He specifically thinks that your hero should learn about the slate's contents.

After accepting the quest, go to the field north of the Pawn's Guild. A farmer named Josias directs you toward a scrivener.

The next target is a forger in the lower half of town. He actually calls himself Mountebank, and he owns The Black Cat. It's a place where you can find a number of strange and illegal goods. Show him the Cypher. You learn a little more, but not much.



Look on the map and track down Maurin. He's on the move, so it takes an extra minute to find the guy. When you do, bump into him to slow the fellow down. When he's stopped, ask him about the words on the Cypher. Now you make some real progress. An area north of town, near Windbluff Tower, is now marked on your map. It's time to do some traveling.

Lighten the Load

If you often use your hero to grapple with large monsters, then be certain to drop off as much gear as possible before leaving the city. There are Chimeras and Cyclops in the area near Windbluff Tower, and the lighter you are, the easier it is to grapple with them without losing all of your stamina.



Look for the rock formation that's marked on your map. It's only a few minutes from the city (if you don't stop to fight anything). When your hero approaches the stone, a scene begins. An important scene follows. The two men you meet bring you into their home. Talk to the Dragonforged and then let Ser Maximilian know what he says.

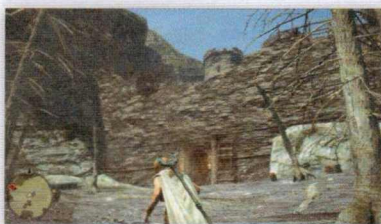
A FORTRESS BESIEGED



Begins: When you talk to Ser Maximilian, near Gran Soren Castle (and choose to fight the monster invasion)

Ends: After you have reclaimed the Stone of the Southwest

Reward: 18,000 Gold, 20,000 Experience, and 20 Rift Crystals (Gold and Experience are quartered if you fail to retake the fortress.)



Ser Maximilian would like your hero to help the beleaguered soldiers at the Shadow Fort. If you accept this quest, leave Gran Soren and walk west. Use the Ancient Quarry as a fast shortcut, and come out the

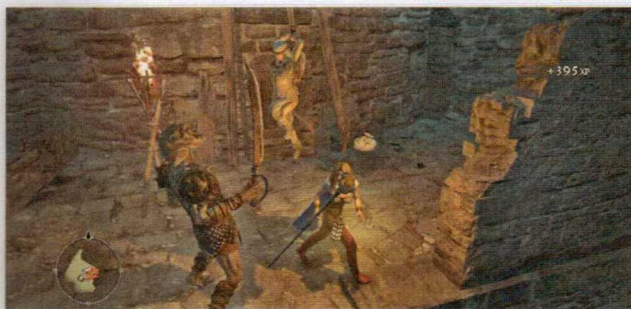
southern side of the dungeon. Rush from there to the Shadow Fort.

Your hero's arrival is quite a boon to the forces there. They've taken quite a beating lately, and any help is appreciated. They're making a run to retake the fortress, and having your small force open the way for them might save dozens of lives.



Talk to the captain of the attack force. He's in the open area in front of the fort (on the western side of the field). After finishing with him, jump down the hole behind the captain. The tunnel below goes under the walls of the building.

When you reach the main building, climb to the top of it while fighting the Goblin defenders. Try to use the mechanism that is marked on your map. When this fails, your hero must search for the lever that controls the gate. Climb down the stairs and enter the courtyard. Run as fast as you can to avoid the heavy fighting in the yard, and climb a ladder on the far side of the marked building. Jump through the broken roof and break out the front door so that your teammates can get in if they aren't already climbing the ladder.



Search this jail for two chests. One of them has the lever. Take it and return to the roof of the first building. Place the lever in the mechanism and use it to let the soldiers into the fort. Help them kill the Goblins in the yard, and then advance into the next building of the fort when the Goblins try to fall back.



Follow them to the top of the main fortress, kill an armored Cyclops there, and make your way down the opposing side of the building. The Goblin's chieftain is there. Slice him down, talk to the captain, and then go back to Gran Soren. Tell Ser Maximilian that you've won the day yet again.

SEEKING SALVATION



Begins: When you talk to Ser Maximilian, near Gran Soren Castle (and choose to investigate a cult)

Ends: After you have learned about the cult's activities

Reward: 15,000 Gold, 18,000 Experience, and 20 Rift Crystals



Ser Maximilian needs you to find out more about a cult that worships the Dragon. He thinks that there are people in the city that know more. Accept the quest and go to the inn, east of Fountain Square. Talk to Meridith inside, and then walk south to the canals. Get down to the bottom of the area and explore the Slums. Mason meets you there, at a location marked on the map.

Mason gives you a Salvation Badge. Take it from him and return to Fountain Square. Talk to a woman named Amity on the south side of the square or at the alehouse. Now that you have the badge, she has information. Listen, talk to another contact nearby, and then go to the small street behind the inn where a guard watches the road. He's called Ser Sairus. He gives you the location for a Salvation meeting in the Catacombs.



Go there and look for the Meeting Hall at the bottom of the dungeon. The cult is meeting there, and your team has to walk in on them. This triggers an awesome scene. When it ends, attack the Undead fearlessly. Lay waste to the group in the room, and then start a chase.

When the enemies fall, use the western door to leave the room. It's just been unlocked, and the cult leader is in that direction. Sprint ahead and watch another scene. This triggers a side quest, *Justice Done*. You must make a

personal decision. Make the choice that best suits the character you're playing.

Once you're done, return to Ser Maximilian to make your report.



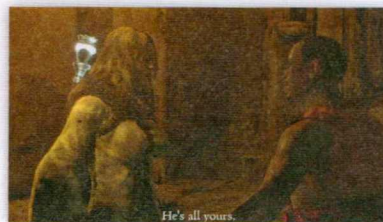
JUSTICE DONE



Begins: During the end of Seeking Salvation

Ends: Once your choice has been made

Reward: 3,000 Gold and 1,200 Experience



This quest involves taking either an aggressive role or a passive role. The aggressive choice ingratiates you to Mason. The passive role bothers Mason slightly, though it doesn't have substantial consequences. Neither is the "correct" option, so the decision should be based on what you want to do as a hero. Neither choice dramatically alters how the story progresses.

THE WATERGOD'S ALTAR



Begins: When you talk to Ser Maximilian, near Gran Soren Castle (and choose to aid a research team)

Ends: Once you have completed the survey party's requests

Reward: 13,000 Gold, 15,000 Experience, and 20 Rift Crystals

This is one of Ser Maximilian's quests for the duke. Once you accept it, go to the Gran Soren Cathedral; it's only moments away from the castle. Geoffrey is inside. He asks you to find the survey party and accompany them south.

Travel down to the Mountain Waycastle to rendezvous with the group. Leave the fortress via the southern side and get down into the valley beneath the

cliffs. There are plenty of Goblins to slow you down, so fight them as you go. You know that you're getting close when you see and hear the waterfall to the west. That landmark is "Man Swallowing Falls." Heh, that's worrisome. Pass the main falls and look for your contact. His name is Haslett.



He asks you to enter the cave to the west. One of the team members is inside, and Haslett hasn't heard from the man in quite some time. Look inside and find the good fellow.



Brother Jean seems like he's at the northern end of the first floor. To get there, you have to get a lever from a bunch of Saurians below. Advance until you find a water-filled room. When you can't progress there, drop down the ladder to the west and fight a nest of Saurians. Their first wave isn't very large, but a second group is hidden behind a large stone door. It opens after you've slain all of the initial Saurians. Try to block them at the door to keep the full group from entering. Kill them at that chokepoint, and then look in their treasure room for the Watergod's Altar Lever. Take it and use that to extend a bridge back in the water room.

Cross the bridge and fight more Saurians and some Skeleton Mages in a massive chamber. Work your way west and then north to cross the place, and then enter the final room, to the north. Examine the area marked on your mini-map and then return to Haslett. He's still outside.



Your next task is to come back inside and find five Altar Stones. They're all marked on your map, and that makes them much easier to uncover. Each is inside a chest, but you can't get all of them without draining the temple. Read through the writeup for the dungeon to get a full description for how to do that safely.

Once you have all five stones, take them back to Haslett. He now has all that he needs and leaves you to return to Ser Maximilian to collect your reward.

COME TO COURT



Begins: When you talk to Ser Maximilian, near Gran Soren Castle (after completing other tasks during the Wyrms Hunt)

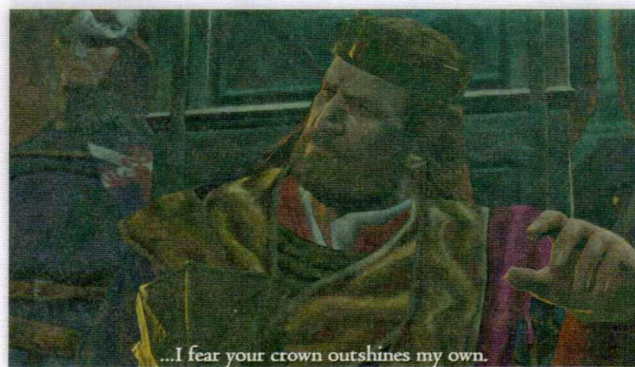
Ends: After your hero has met the duke

Reward: 20,000 Gold, 10,000 Experience, and 20 Rift Crystals



Do not start this quest before completing as many of the other tasks as you wish. Doing so forfeits your ability to engage or complete the other quests that Ser Maximilian gives your hero.

Once you accept this, go into the Duke's Demesne, from the northeastern side of Gran Soren. Walk through the main doors of his castle and stroll all the way into the Audience Chamber. Your hero has a visitation with the Duke himself.



Leave the chamber after the Duke has his say, and either explore the castle or leave, whichever you wish. Another scene is triggered when your hero exits the building. Aelinore, the Duke's wife, is in the gardens. Approach her for an optional scene.

Aldous Ludric Sorn comes to meet you at the gate. He is your contact in the Duke's Demesne. You should return to him periodically for quests that are of great importance to the realm. Seeing him completes *Come to Court*.



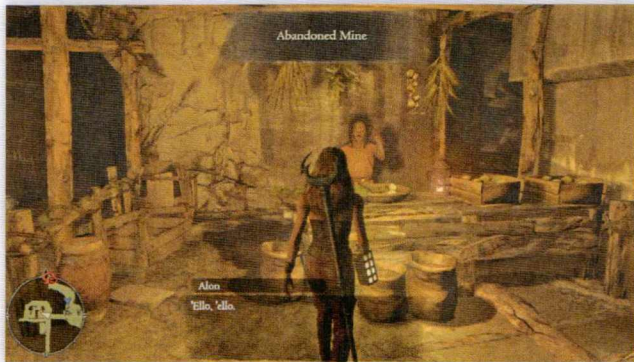
SIDE QUESTS THAT BEGIN HERE

A BOOKKEEPER'S BIND

Begins: At the Alehouse Notice Board (after meeting the duke)

Ends: When you return with a Promissory Note

Reward: 28,000 Gold, and 5,000 Experience



After you've completed *Of Merchants and Monsters* and met the duke, get this quest from the Alehouse and then go to the Ancient Quarry again. Look in a small room off the western branch of the mine. Alon set up a shop in there after you cleared the region of Ogres. Buy a Promissory Note from him. Take that back to the Alehouse to turn it in for easy experience.

A DIVERTING EXCURSION

Begins: Gran Soren Inn Notice Board

Ends: Once you have escorted Madeleine to Bloodwater Beach

Reward: 5,000 Gold, 3,000 Experience, and Fulgurous Lord Tomes (x5)



When you're in the mood for an escort job, take this one from the board in Gran Soren. The goal is to get Madeleine down to an area deep in the south, beneath the Shadow Fort. Save before you head out, and remember to stock up on restorative items.

Bloodwater Beach is at the bottom of some daunting cliffs. Go down slowly, from the northern side of the region. It's safe enough that way that your party doesn't take any damage from the falls. While approaching the beach, you are likely to encounter Goblins, Hobgoblins, myriad Bandits, and possibly some Saurians. The area is ripe with enemies, making the trip a little longer than it first appears.

You get credit for the quest as soon as Madeleine arrives at the beach.

A FABLED DRAM

Begins: At the Gran Soren Alehouse (after meeting the duke and finishing *Witch Hunt*)

Ends: When you return to the Alehouse with 5 King Bay Leaves

Reward: 30,000 Gold and 5,000 Experience



Once you've helped Selene in *Witchwood*, look for this quest on the Alehouse Notice Board. Return to *Witchwood* next time you're in the south and go herb hunting. The King Bay Leaves are found at the

far eastern end of *Witchwood*, where you discover an Ancient Tablet and in the same spot where you finished *Witch Hunt*. Get the herbs there and bring them back to the Alehouse.

A LOST CAUSE

Begins: Alehouse Notice Board

Ends: When you have found a Snakeskin Purse

Reward: 10,000 Gold, 5,000 Experience, and a Golden Bastard



Find a Snakeskin Purse for your client. The guy who lost it doesn't even know where the darn thing fell out of his pocket, though he remembers that it was near a river.

This purse gets around. Look for it in the Blighted Manse or near bodies of water, like the nearby spring.

A PARTING TRIBUTE

Begins: Gran Soren Inn Notice Board

Ends: When you escort Ser Berne to the Shadow Fort

Reward: 5,000 Gold, 3,000 Experience, and a Gryphic Victory (2H Sword)



This escort quest starts early in your Gran Soren career, but it's highly valuable. Take Ser Berne down to the Shadow Fort, perhaps using the Ancient Quarry as a shortcut. It's good to unlock that route

anyway, if you haven't already. You have to kill some Ogres or rush past them, but the reward for the quest makes it all worthwhile. You get a two-handed sword that is excellent for any warriors in your party. Failing that, it's still a good item to sell.

A PROMISED MEETING

Begins: Gran Soren Inn Notice Board (after meeting the duke)

Ends: After you escort Mason to Bloodwater Beach

Reward: 5,000 Gold and 3,000 Experience



Take Mason from Gran Soren all the way down to Bloodwater Beach. Wait until you have business around the Shadow Fort or Ruins of Aernst Castle so that you don't waste such a long trip without additional benefits. Bring a Berrystone to make the return trip faster!

A SIGHTSEER'S SECOND

Begins: Gran Soren Inn Notice Board (after meeting the duke)

Ends: Once you escort Pip to Prayer Falls

Reward: 5,000 Gold, 3,000 Experience, and Peppermint Seeds (x3)

Pip wants to go from the Gran Soren Inn over to Prayer Falls. It's a short escort task, taking far less time than most trips. Pick some time when you

want to visit the Abbey, hunt Deer, or kill Bandits. All of those are in the same direction.



A TOKEN OF ESTEEM

Begins: Alehouse Notice Board (after meeting the duke)

Ends: When you return with Maul's Badge of Amity

Reward: 10,000 gold, 5,000 Experience, and Golden Bardiches



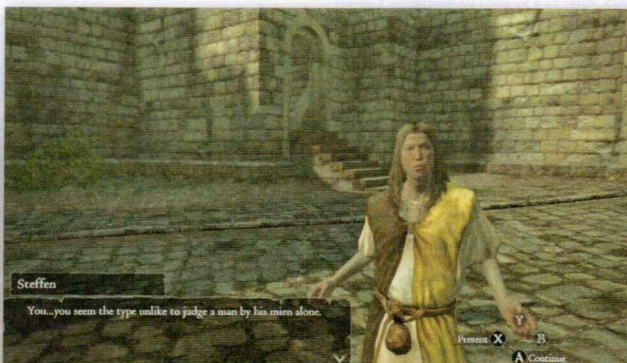
Complete the quest *No Honor Among Thieves* at the Ruins of Aernst Castle. This pleases Maul, a Bandit leader there. He gives you the item you need to complete this quest. Once you have it, return to the alehouse and turn it in.

A TROUBLESOME TOME

Begins: Talk to Steffen, east of Fountain Square

Ends: When you have brought the tome back to Steffen

Reward: 15,000 Gold, 8,000 Experience, and 20 Rift Crystals



Steffen is a shady fellow who walks around the area east of Fountain Square. Meet him on the road and offer to help him with his request. Talk to the lady at the item shop nearby to learn more, and then leave town. The book Steffen wants is in the Thieves' Den, but where is that? You have to find out.



There are two marked spots on the map. Go to the southern mark; it's near the road down to the Encampment. Here you find a wandering scholar beset by Bandits. Kill his attackers to find out where the thieves have taken the



grimoire. The new location is west of Witchwood, so you may have been close to that area before. Even if you haven't, it's well within reach.

Drop down from the hills and take the western pass toward Witchwood. Keep going west from that area and use the other branch of the road to find The Ruins of Aernst Castle. This is where your contact lives.

Go into the ruins and look for a marked NPC. Speak to Maul, the man in question, and he refuses to give you the book. Hmm. Get your team into good shape and then smack the fool with your strongest attack. His entire camp jumps on you, but they're all poorly trained Striders. Use your best area-of-effect Magick or Weapon Skills to blow down this rabble. Loot the bodies for coin and then go into the upper ruins.



Climb the staircase and then leap across a damaged section of flooring to continue upward. Climb again when you reach the third floor where you can pull yourself onto a damaged railing. The chest

with Salomet's Grimoire is there. You also get a beautiful view of the region.

Return to Gran Soren and give the book to Steffen. If you first copy the grimoire at The Black Cat, it's possible to give a fake copy of the book to Steffen. He doesn't learn as much magick, and that could be a minor problem later on. Still, you get to keep the original grimoire if you do this.

BAD BUSINESS

Begins: At Madeleine's store in Gran Soren after you've completed Reward and Responsibility

Ends: After you've seen to Madeleine's safety

Reward: 8,000 Experience, 30 Rift Crystals, and Improved Relations with Madeleine



In the late game, try to pay Madeleine a visit at her store. You find that she's missing, and her shop assistant, Katlyn, gives you a bit of information about what's going on.

Try to learn more by going back into the main section of town. Talk to Nettie and Arsmith, at the Alehouse. Then, go back to the bridges above the aqueduct where you spot Madeleine below. Follow her out of the city using the eastern exit, through the canals.

Walk south along the rocks outside of Gran Soren and talk to Madeleine.

After she runs off, the guards approach. If you like Madeleine, say that you haven't seen her. Once they've left, give the merchant 50,000 more gold just to see what trouble the crazy gal gets into next.

You can keep the Divine Razors, though this upsets Madeleine. Give the weapons over to her to avoid that, if you care about staying in her good graces.

BONE OF CONTENTION

Begins: Pawn Guild Notice Board

Ends: After you have defeated 36 Skeletons

Reward: 10,000 Gold, 3,000 Experience, and 60 Skulls



Take this quest before exploring the wilderness west of Gran Soren. There are Catacombs out there that house untold numbers of the Undead. If you haven't completed the Everfall dungeon yet, that's another good place to fight Skeletons. The dungeon is underneath the Pawn's Guild, so it's very accessible. You can slap around the boney Skeletons, leave the dungeon, and come back later to trash them again.

When you finish this, put your free skulls in storage. An upcoming quest (called *Head Count*) involves the collection of 66 skulls, and you're going to be

happy to have them in your bank. Getting the extra six is often a moot point because you get a number of skulls while hunting the Skeletons for this quest. Free cash!

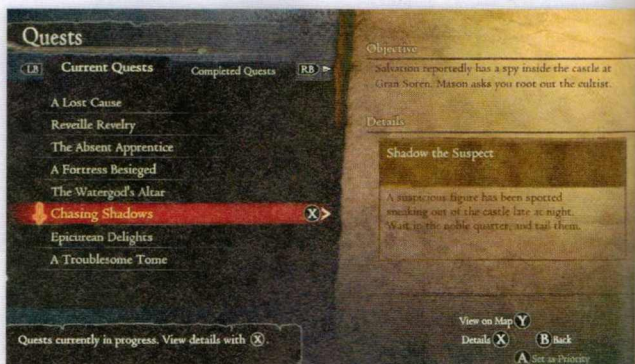


CHASING SHADOWS

Begins: Talk to Mason (after completing the quest A Matter of Myrmidons)

Ends: After you have tailed a mysterious man and talked to Arsmith (at the Alehouse)

Reward: 7,000 Gold, 4,500 Experience, and 10 Rift Crystals



Mason is still hanging out near Fountain Square in Gran Soren. He has a mission for you, and it sounds important. There is a strange person making deals at the castle and wandering around at night. Mason wants the person followed.

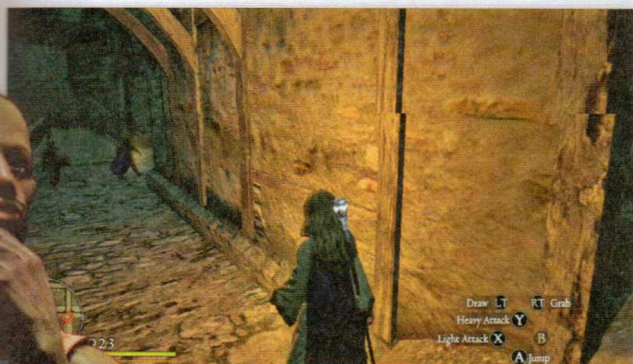
Rest at the inn until nightfall and then go to the Noble Quarter. Approach the castle and watch the scene. You see a man going through a gate, and



he fits the "shadowy stranger" description quite well. Go through the gate after him.

Follow the stranger through the Passage Gate and then south through Fountain Square. He takes the road all the way to the southern end of the city. Stay at a modest range from him, but don't worry. He doesn't turn around or look back, so you're safe even if stealth isn't your specialty. Just don't approach the figure. Get too close once and he just assumes that you're passing in the night, but two slips and the quest fails.

Keep your eye on the mini-map to see the man's location at any time. This helps during the scenes when he gets ahead of your party.



The trail leads to an Abandoned House, south of the river. Madeleine has been converting the place into a store.

Approach it to listen in on a conversation. Afterward, head to the inn and make a report.

COMPANY FOR THE ROAD

Begins: In Gran Soren Inn Notice Board (Late Game)

Ends: Escort Fedel to Prayer Falls

Reward: 5,000 Gold and 3,000 Experience

Take Fedel over to Prayer Falls, in the west. It's a short trip from the capital. Avoid the main waterway if you're worried about Fedel being attacked by Saurians; go through the forest instead.



DIRE STRAITS

Begins: Pawn Guild Notice Board

Ends: Once you have killed 15 Direwolves

Reward: 20,000 Gold and 3,000 Experience



It's a small trek, but there are loads of Direwolves to the north of Gran Soren. Take the road up to Windbluff Tower and continue north from there. Take the right at the next fork and look for a rest

camp along the cliffs. Sleep there (and save). Then, backtrack to get up on the western hills where you find a legion of Direwolves to fight!

The northwestern tip of the map has even more Direwolves, but that's a farther trek. If you're near Greatwall though, that's a place where you can kill almost all of the wolves in a single fight.

ELSEWHERE BOUND

Begins: Gran Soren (Inn Notice Board)

Ends: After you have escorted Selene to Healing Spring

Reward: 5,000 Gold, 3,000 Experience, and a Perfect Herb Ale



Selene needs your party to take her into the north. There is a Healing Spring up there that she needs to visit, but the journey is too dangerous for her to make alone. Before leaving the city with her, make sure that your party is well rested and has a good collection of restorative items. The northern roads are quite dangerous!

On the way up to the Healing Spring, you are likely to see Snow Harpies, Bandits, and possibly even a Cyclops. That's how ugly it can get in that neck of the woods. Save before these encounters, and reload as quickly as possible if Selene gets killed. You don't want to fail the mission, and you especially don't want the game to save after you've failed the mission. If things start to look bleak or you have to run, just reload right there. It's much safer.



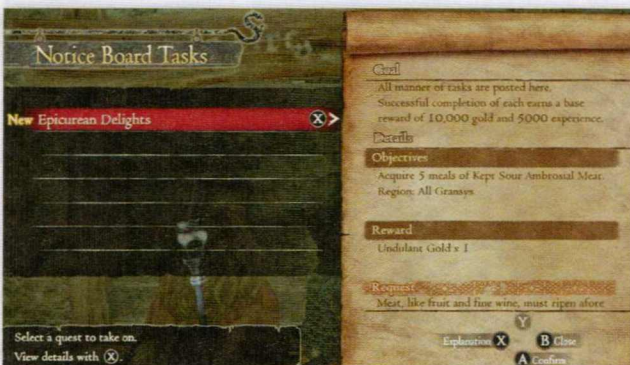
You get your reward once Selene is safe at the Healing Spring. It's good to know where that location is anyway because these sites heal everyone in your party without cost or downside. They're wonderful when you're out in the wild and need a pick me up.

EPICUREAN DELIGHTS

Begins: Gran Soren (Alehouse Notice Board)

Ends: After you have acquired five meals of Kept Sour Ambrosial Meat

Reward: 10,000 Gold, 5,000 Experience and Undulant Gold



One of the stranger requests to come out of the alehouse is this quest. Your task is to find five units of ambrosial meat, wait until they go sour, and then use airtight flasks to preserve them in that state. You find this meat from powerful opponents, such as Griffins. It's not easy to come by.

Once you find some, be compulsive about checking your inventory to see that it doesn't go bad. Keep watching the meat until it reaches sour status, and then put it in your airtight flasks. Buy those ahead of time so that you can adventure while waiting for the process to take its course.

ESCORT DUTY

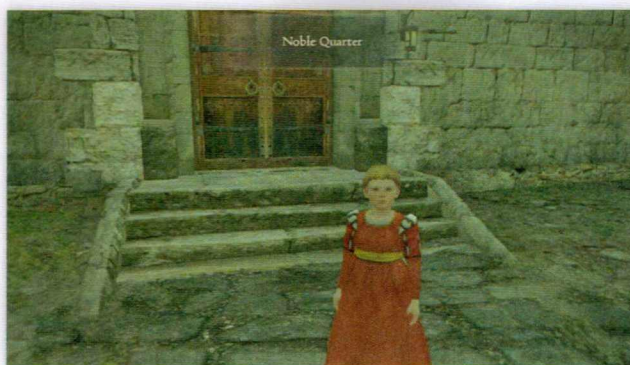
Begins: Gran Soren Noble Quarter (Talk to Fournival after completing Chasing Shadows and Land of Opportunity)

Ends: After you impress Symone

Reward: 15,000 Gold, 7,500 Experience, 10 Rift Crystals and a special item

Escort Duty becomes available from Fournival in the Noble Quarter after you complete two earlier quests. Look for the noble in his house between 6am and 3pm. Once you get the quest, go through town with Symone. Make sure to stay relatively close to her so that she doesn't get annoyed.

Periodically, Symone hides and makes you find her. Look behind Arsmith's Alehouse and inside the Gran Soren Union Inn. She'll be at one of those locations. When Symone gets thirsty, stop at the apothecary, by Fountain Square. You can purchase a Flask of Water there for a trivial amount of money.



Finally, your hero has to race Symone. You beat the quest regardless of whether you win the race. It's still good to let her win because the reward for your victory hinges on how much you impress Symone.

Talk to Symone at the end of the quest to get your secondary item. If you stay close to Symone, find her quickly when she hides, get her water without delay, and let her win the race you get the best reward: a Gold Idol. These are useful for quests that come up later on (*Idol Worship* and *Supplier's Demand*), and you can't find them anywhere else in the game.

FOREIGN SERVICE

Begins: Alehouse Notice Board

Ends: After you have found all 20 Seeker's Tokens

Reward: 200,000 Gold and 750 Experience

This collection quest demands that you find twenty Seeker's Tokens in exchange for a huge pile of cash. While these tokens can be found in several places, two good spots to pick them up are in Gran Soren and Bluemoon Tower.



HEAD COUNT

Begins: Gran Soren (The Alehouse Notice Board)

Ends: After you have acquired 66 Skulls

Reward: 10,000 Gold, 750 Experience, and the Golden Pale

Skulls are a common sight for an adventurer. Pick these up as you travel along and deposit them in your storage area. Check your pawns as well, in case they have a number of skulls to contribute. When the count is full, bring the skulls to Arsmith.



There is a quest called *Bone of Contention* that makes it really easy to accumulate your skulls. Complete that quest by running through the Everfall and then save the reward.

IDOL WORSHIP

Begins: Caxton's Armory, (after meeting the duke)

Ends: When you have brought an idol back to Caxton

Reward: Up to 20,000 Gold, 10,000 Experience, and 10 Rift Crystals



This quest is equivalent to the *Supplier's Demand* quest. Both Caxton and Madeleine want an idol so that they can secure the services of a master weaponsmith. One idol that you can find is gained by taking a quest from the Pawn's Guild called *Put the Eye Out*. It's a mission to find the Frontier Caverns and kill an armored Cyclops. Do that to get a silver idol, and then bring it to Caxton. Give him the precious object to complete the quest.

Not only does this get your character gold and experience, but the next time you visit Caxton's store you find far more items for sale. These new goodies are extremely expensive, but they're also very powerful.

Note that this can be completed with any type of idol, and the reward varies depending on which one you turn in:

Gold Idol	Maximum reward	Complete <i>Escort Duty</i> with a maximum rating
Silver Idol	3/4 of the reward	Finish <i>Put the Eye Out</i>
Bronze Idol	Half reward	Look in Selene's House in Witchwood or Hillfigure Knoll
Forgery	Very minor reward	Copy one of the other idols

LAND OF OPPORTUNITY

Begins: Gran Soren (Fournival's House, Noble Quarter)

Ends: After you've helped to evict Jasper, Sara, and Pip or purchased their house for them

Reward: 5,000 Experience, 10 Rift Crystals, and either Property of your own or 40,000 Gold

Visit Fournival in the Noble Quarter. He's in the upper floor of his estate, enjoying a big meal. The guy wants a few people evicted, but doesn't want to do it himself. If you agree to help, seek out the tenants.



Pip is close by. He's outside, south of the manor. Talk to him first, then look for Sara. After running around for a short time, your hero finds her at the Alehouse or the market outside of it. Talk to her too.



Jasper doesn't turn up on the map for even longer. You can find him in the road leading into the Noble Quarter, east from Fountain Square.

Jasper refuses to make the decision without his family's consent. Go to the Craftsman's Quarter. Pip is on top of a stable there, and he's the one you really need to convince. It's hard to get to him. You have to go up to the Craftsman's House. Run and jump from there onto the roof of the home to the north. If you're having trouble, climb onto the western side of the Craftsman's House, using a broken wall. Jump right from there to get to an awning, and then to the roof above. This makes the next jump a piece of cake.



Jump from that roof to the western house, and then from there onto the stables. Try not to shake Pip too much when you get to him. He isn't trying to be a pest, and his family is not having a good day.



That said, he runs off again. Run to the southern end of the city and look for Pip along the walkways by the aqueducts. Sprint after the boy when you see him and grapple the kid to ensure that he doesn't flee again.

Your hero helps the kid see some sense in all of this, but Sara still has to be convinced. Go back to the market/alehouse area and find her again. She might ask for more time to think. If that is the case, sleep at the inn until morning and then talk to Sara again. That's enough for her. With Pip and Sara's consent, you can talk to Jasper and soon be done with the whole affair. He asks you for 30,000 Gold to help with his moving expenses. Fournival pays you 40,000 Gold if you complete the quest in this way, so you still make a profit when you help Jasper out.



Or, you can talk to Fournival and give him 80,000 Gold for the property rights. The noble gets his money, you get to own land here in the capital, and the family can stay where they are. Everyone wins, so long as you're able to part with that much cash.

If you pay off Fournival, remember to go back and talk to the family members to tell them the good news. They each reward your hero with some items that they've put together. Jasper has an Antique Panoply, Pip has a Pretty Stone, and Sara gives you Matured Greenwarish and then Balmy Incense if you see her again while you're injured.

MATERIAL WITNESS (2)

Begins: Gran Soren Inn Notice Board

Ends: When you escort Barnaby to Bloodwater Beach

Reward: 5,000 Gold, 3,000 Experience, and a Sight Earring



This quest shouldn't be confused with *Material Witness* from down in Cassardis. This escort starts in Gran Soren and takes you to Bloodwater Beach. By now, you may have been there a couple of times. For

a fast trip, use the Ancient Quarry to get into southern Gransys. Take the eastern way down around the lakes to avoid the Drake in the area, and move southwest from there.

Fight through Conqueror's Sanctuary and then you're pretty much where you need to be. Get Barnaby to the beach and collect your reward. If you're worried about the Cyclops and Goblins by the sanctuary, it's possible to drop down into the canyon by the southern hills. This avoids the fighting, at the cost of some health. You can always heal, finish your escort, and then Ferrystone out of the area (or race through the sanctuary later, when you don't need to worry about Barnaby's safety).

MISERY SEEKS COMPANY (1/2/3)

Begins: Gran Soren Inn (after meeting the duke)

Ends: When you escort each of the knights down to Bloodwater Beach

Reward: 5,000 Gold and 3,000 Experience (Each)



There are three escort quests that pop up at the inn for knights that want to head down to Bloodwater Beach. Take each of these men into southwestern Gransys, by way of the Ancient Quarry.

NAMELESS TERROR

Begins: Just outside of Gran Soren's southern gates, after Seeking Salvation

Ends: Survive a brutal ambush

Reward: 30,000 Gold, 12,000 Experience, and a Tightly-Folded Letter



This quest becomes available after *Seeking Salvation* as long as you didn't kill the cultists. If you did, this quest doesn't appear until after you finish *Come to Court*.

When leaving the southern gate of the city, talk to Ser Rickart, by the gate. He's outside, and he hands you a letter. This starts a chain of attacks at various locations. Kill the assassins to complete the quest.

Assassins appear between the hours of 8 PM and 4 AM, so they're certainly night owls. Look for them in the following areas:

- Near the Ancient Quarry
- By Gran Soren's northern bridge
- By the Mountain Waycastle
- At the Waycastle encampment area
- By Cassardis

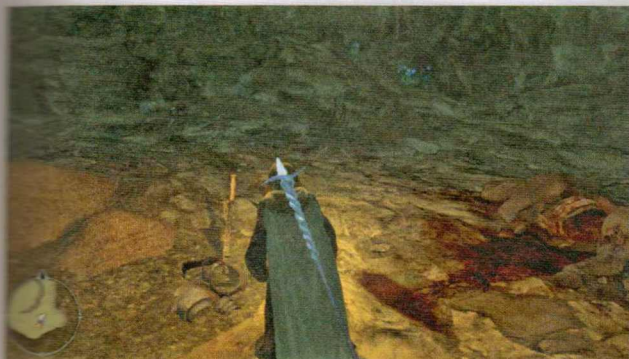
Start up north, by Gran Soren. Kill your way down the line and make sure to find each group before moving on. You can find their leader hiding near Cassardis. Once you get all of the enemies, the quest completes.

PARCEL SERVICE

Begins: At the Alehouse Notice Board (after meeting the duke)

Ends: When you collect 10 Parcels in Soulflayer Canyon

Reward: 10,000 Gold, 5,000 Experience, and Golden Strings



Parcel Service takes you into Soulflayer Canyon, to the same spot on the northern end of the dungeon as the quest *The Conspirators*. Try to get this quest before you leave to do that mission so that you can kill two Harpies with one stone.

The target is a ledge on the northern side of the dungeon. If you have the other quest, it is marked on your map, making it much easier to find. You can see it from the Cyclops' walkway on the western edge of the dungeon, far above. Don't try to hop down, lest you break your spine on the way.

Instead, continue north around the top of the dungeon. You're forced to slide down a few steep embankments to the east. The slides divide, with the western route taking you back into the main section of the dungeon. Use the eastern ramp to get around to the ledge you saw earlier. That has the parcels and the letter that you're looking for. Return these to the Alehouse.

PUT THE EYE OUT

Begins: Pawn's Guild Notice Board (after meeting the duke)

Ends: After you have defeated the Cyclops in the Frontier Caverns

Reward: 10,000 Gold, 3,000 Experience, and a Silver Idol



Idols are needed for a couple of side quests that are happening by the time this quest is available. That, by itself, makes this a rather lucrative assignment to accept. Take a strong party that has at least one

healer, and lead them to the Shadow Fort. A hole in the courtyard leads all the way into another cave system. That's the Frontier Caverns; it can't be accessed from the wilderness around the Shadow Fort.

Take the tunnel from the Shadow Fort courtyard and follow it north until you reach a new set of caverns. Explore the region, and look for the Cyclops in the massive room to the north. The area is called the Proving Grounds. You have to kill the Cyclops while fighting off its Goblin allies. Melee characters should trip the large monster or deal with the Goblins. Ranged characters and casters should keep their attention on the Cyclops at all times. Pounding it with fire is always useful.



The massive amount of armor on this creature makes it hard for some characters to score hits. If you're not busy tripping it or casting spells, grapple with the Cyclops and hit it repeatedly on its exposed back. That's a fairly safe area; he can't grab you, and the damage adds up.

When the fight ends, you instantly get the reward. The Silver Idol is yours!

REAPER'S SCORN

Begins: Craftsman's Quarter smithy

Ends: When you have brought a Wakestone to Austine

Reward: 10,000 Gold, 6,000 Experience, and 10 Rift Crystals



If you have a Wakestone Shard and are willing to part with it, this is a fast quest. Wilhem is a young man who has been taken before his time. Or, at least, before his family can accept it. His father has gathered

two Wakestone Shards, but he cannot save his son without one more. If you get him such a shard, you can create a Wakestone with the smith's existing two pieces. Use these to save Wilhem. Or, if you are in a foul mood, walk off with the completed Wakestone and never come back.

It's Only Money

Fournival, in the Noble Quarter, offers to sell your hero rare goods. He parts with Wakestone Shards for 15,000 Gold. That reduces the cost of this quest to a mere 5,000 Gold once you get your reward. Trading that for the experience and the good karma works in your favor.

Otherwise, grab the shard from the Ruins of Aernst Castle, on the western side of the area. That's free, so the profit is all yours!

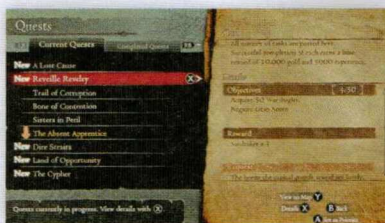
If you take on this quest, a Wakestone Shard appears in the lower levels of the Everfall. That's yet another way to get the item you need, if you don't already have any Wakestone Shards of your own.

REVEILLE REVELRY

Begins: Alehouse Notice Board

Ends: When you have found 50 War Bugles

Reward: 10,000 Gold, 750 Experience, and Soultaker



War Bugles are found in various places around the world, including boxes around Gran Soren, on guards, and as rewards for a quest, *Final Farewell*, at the Encampment. Getting

enough for the quest takes quite some effort. Keep the ones you find in storage so that you're not carting all of them around constantly.

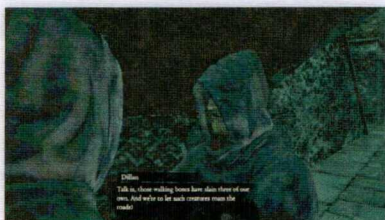
When you have all 50, bring them to Alehouse to hand over.

RISE OF THE FALLEN

Begins: Ser Maximilian, after having an audience with the duke

Ends: When you have discovered the link between the Salvation and the Undead

Reward: 20,000 Gold, 15,000 Experience, and 25 Rift Crystals



Ser Maximilian doesn't have official business after you complete the initial work for him. He just needed to help you meet the duke. However, he has personal business that still needs attending. Rumors of

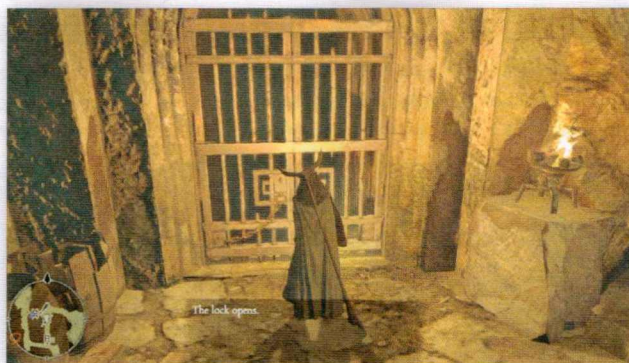
the Salvation cult's involvement with the Undead keep surfacing. He wants to know more about it, and your hero is the best person to ask.

Rest until evening and creep into the city. Beneath a marked bridge, on the south side, Salvation cultists are starting a meeting. Eavesdrop on the cultists and then approach one of them afterward. If you're wearing Salvation Robes, you can fake your way into getting a key for the Catacombs. Failing that, your hero can bribe the cultist 10,000 Gold to get a special key, or you can shake him down for it, saving your money.

If you have any Purifying Brew in storage, grab some before leaving town. It comes in handy soon. You can also find the key to the Catacombs by returning to town later and looking at The Black Cat. A copy of the key appears there if you can't manage to get one any other way.

Take the key to the Catacombs. Leave Gran Soren and use the backdoor to the Catacombs that's under the northern bridge. This cuts down on your travel time. If you've never discovered that rear entrance, walk northwest to the normal entrance of the dungeon.

While inside, go to the locked door that's near the elevator (on the Second Level Underground). The key you received unlocks the way. Kill the Undead in front of your party, and use the stairs at the end of the hall. Above are many Skeletal Mages. Fight through them and search the sarcophagi throughout the new area. You need to find five special Gems before you can proceed. The dungeon writeup for the Catacombs lists all of their positions.



When you have those, go to the strange door near the stairs. It has slots for the five Gems of Salvation. Examine the door to put them in their slots and open the Confessional Chamber.

Use Purifying Brew to cure any curses that hit your character while searching through the tombs. This makes the fight ahead much easier.

A cultist named Balsac is within. He fights your group no matter what you do, as he and his groups of Skeleton Knights are determined to stop the Arisen! Keep Balsac knocked down or magically disabled throughout the fight. A single melee person can hold off all of the Skeletons while this is happening, and the rest of the party can waste Balsac with little delay.



With Balsac slain, return to Ser Maximilian to make your report.

SCOUTING MISSION

Begins: Gran Soren (Inn Notice Board)

Ends: When you have escorted Mercedes to the Shadow Fort

Reward: 5,000 Gold, 3,000 Experience, and a Lustrous Targe

Take Mercedes out to the Ancient Quarry. Use that as a pass through to the southern section of Gransys. This spits your group out only moments away from the Shadow Fort, and makes this escort quest relatively painless. There

isn't much chance for Mercedes to get caught in major combat; that's good, because failing an escort mission is always a pain. You can't retry them, so you have to reload quickly or lose the quest forever.



SISTERS IN PERIL

Begins: Pawn Guild (Notice Board)

Ends: Once you defeat two Ogres

Reward: 10,000 Gold and 3,000 Experience



Take this quest from the Pawn's Guild notice board and then go Ogre hunting. These creatures are found in a number of dungeons. There's one in the Catacombs, another in Everfall, you find a few in the Ancient Quarry, and so on. They're tough brutes to kill, so make sure that you're ready to risk your life before you head out there. This isn't the easiest quest to do if you've just gotten to Gran Soren.

When you go after those Ogres, bring casters with intense Fire Magick. It's one of the few ways to really put the damage on Ogres. The things are deeply resistant to most types of damage. If you're a physical character, have your caster allies attack while you shoot the Ogre's head or climb up the thing's back to cave in its skull.

SMELLS SUSPICIOUS

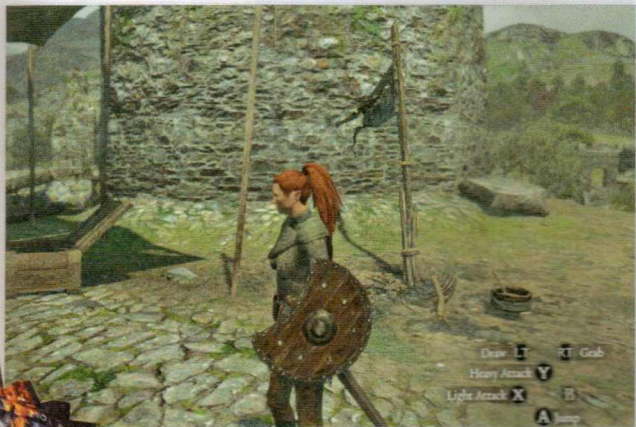
Begins: Alehouse Notice Board, after the meeting with the duke

Ends: After you have obtained a vial of Wyrnward Perfume

Reward: 25,000 Gold and 4,000 Experience

Treasure hunters stumble on all manner of things. Eventually, a person is going to get a bottle of this strange substance over the course of their travels. Once that happens, bring the perfume back to the alehouse and give it to Arsmith.

If you haven't found the perfume already, go out to the Ruins of Aernst and look in the chest that's on the southern side of the castle (near a flag and some boxes). The perfume is waiting to be taken, and taking it doesn't upset the Bandits in the area.



SUPPLIER'S DEMAND

Begins: Madeleine's Shop, after meeting the duke

Ends: When you have brought an idol back to Madeleine

Reward: Up to 20,000 Gold, 10,000 Experience, and 10 Rift Crystals



This quest is equivalent to Caxton's quest *Idol Worship*. Both Caxton and Madeleine want an idol so that they can secure the services of a master weaponsmith. One idol that you can find is gained by taking a quest from the Pawn's Guild (called *Put the Eye Out*). It's a mission to find the Frontier Caverns and kill an armored Cyclops. Do that to get a Silver Idol, and then bring it to Madeleine. Give her the item to complete the quest.

The Bronze Idol is in Witchwood, at Selene's house. It's by a window and can be grabbed from the walkway outside. You can also forge one of the existing idols when you're in Gran Soren. Head down to The Black Cat and make a copy. The reward is pretty low if you do that, but it's an option.

Not only does this get your character gold and experience, but the next time you visit her store you find far more items for sale. These new goodies are extremely expensive, but they're also very powerful.

Note that this can be completed with any type of idol, and the reward varies depending on which one you turn in:

Gold Idol	Maximum reward	Complete <i>Escort Duty</i> with a maximum rating
Silver Idol	3/4 of the reward	Finish <i>Put the Eye Out</i>
Bronze Idol	Half reward	Look in Selene's House in Witchwood or Hillfigure Knoll
Forgery	Very minor reward	Copy one of the other idols

SUPPRESSION

Begins: Pawn's Guild Notice Board (after meeting the duke)

Ends: Once you kill 3 Chimeras

Reward: 25,000 Gold, and 3,000 Experience

Chimeras are found in northern Gransys. There's one near Conqueror's Road, in the northeast, and another southeast of Greatwall, in the forest. They return over time, or you can go south and fight the third one in the southwestern forest.

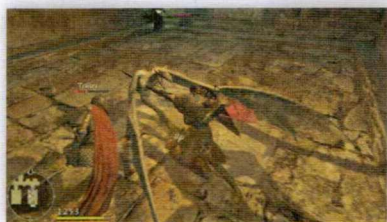


SUPPRESSION (2)

Begins: At the Pawn's Guild Notice Board (after completing all of Aldous' tasks)

Ends: Once you kill 3 Gargoyles

Reward: 25,000 Gold, and 3,000 Experience



You fight many Gargoyles once it's time to go to Tainted Mountain. Finding three to kill isn't an issue, so pick the quest up whenever you see it and complete it later.

SWAMP THINGS

Begins: Gran Soren Pawn's Guild Notice Board (after meeting the duke)

Ends: If you kill 10 Sulfur Saurians

Reward: 20,000 Gold and 3,000 Experience



Sulfur Saurians are found in western Gransys, by the waterways, and in the Miasmic Haunt. You can also look in Soulflyer Canyon for them. At least you don't need to kill too many of these stealthy enemies. Just remember to attack them from behind whenever possible, sever the tails, and then work on the main body.

THANKS MISLAID

Begins: Gran Soren (Alehouse Notice Board, after completing Trail of Corruption)

Ends: When you have returned the Chamberlain's Affidavit to the Alehouse

Reward: 10,000 Gold, 5,000 Experience, and Grievous Gold (Worth over 55,000 Gold)



An important letter was mislaid by a trusted secretary under the duke's employ. This letter must be found and brought back to the Alehouse. Arsmith is waiting for you.

The letter is actually in the same house where you grabbed the Gift Ledger, so you may have taken it already. If you don't have it, make haste to the Noble Quarter and go into Fournival Manor. The letter is hidden there, and it only takes a minute to steal it and return to the Alehouse.

THE ABSENT APPRENTICE

Begins: Gran Soren Pawn's Guild Notice Board

Ends: If you kill 45 Rabbits

Reward: 10,000 Gold and 3,000 Experience



Rabbits aren't any threat to you, but people around here sure like getting you to kill them. Rabbits are commonly found in the Gransys wilderness, especially down south. If you hunt the Rabbits whenever you're in that area, you finish the quest without having to spend much of your time doing it. Trying to hunt the Rabbits exclusively is much more troublesome!

THE ABSENT APPRENTICE (2)

Begins: Gran Soren Pawn's Guild Notice Board (after meeting the duke)

Ends: If you kill 25 Crows

Reward: 85,000 Gold and 3,000 Experience



The second apprentice quest from the Pawn's Guild has you off killing Crows. Look for Crows around the Abbey and in the forests. If you're a melee character, this quest is a bit too much to ask.

THE HEART'S COMPASS

Begins: Gran Soren Inn Notice Board (Late Game)

Ends: Escort Tomlin to Prayer Falls

Reward: 5,000 Gold, 3,000 Experience, Vigilite (x3)



This is a nice, short escort quest. Take Tomlin west through the forest. It shouldn't be a problem.

THE MOCK MARCH

Begins: Gran Soren Inn Alehouse Notice Board (After meeting the duke)

Ends: After you escort Ser Robert to Warrior's Departure

Reward: 5,000 Gold and 3,000 Experience



Warrior's Departure is a cliff that's east of the Encampment. Take Ser Robert down there when you have the time. The trip isn't very dangerous.

THE MOCK MARCH (2)

Begins: Gran Soren Inn Alehouse Notice Board (After finishing Reward and Responsibility)

Ends: After you escort Ser Maximilian to the Greatwall Encampment

Reward: 5,000 Gold and 23,000 Experience



Wait to do this escort until you're about to leave for Greatwall on other business. There is a late game quest Deny Salvation that coincides perfectly with this escort.

THE SECRET ADMIRER

Begins: At the Alehouse Notice Board (after meeting the duke)

Ends: When you return with Ophis' Badge of Amity

Reward: 10,000 Gold, 5,000 Experience, and a Golden Cyclops Sigil

Complete *Thick as Thieves* up at the Ruins of Heavenspeak Castle to get the item you need for this castle. It's a task that wins you the friendship of Ophis,



leader of the Bandits up there. Return with her badge and turn it in at the Alehouse.

TRAIL OF CORRUPTION

Begins: Alehouse Notice Board

Ends: Once you have acquired the Gift Ledger

Reward: 40,000 Gold and 5,000 Experience

This one is a breeze. Go to Fournival Manor in the Noble Quarter. The door is unlocked, so you can walk right in. Search the house to pick up the Ledger, and bring it back to the Alehouse. Turn it in to Arsmith for your reward!



This is an ideal quest to do as soon as you get to Gran Soren. The boost to your finances helps to cover the costs of getting new equipment!

WITCH HUNT

Begins: Gran Soren (by listening to the people at Fountain Square, after meeting the duke)

Ends: After you have talked to Selene on the far eastern end of Witchwood

Reward: 20,000 Gold, 10,000 Experience, and 30 Rift Crystals, and a Favored Canopy

You can start this quest as soon as you've had your first meeting with the duke of Gran Soren.

The citizens around Fountain Square have always been interested in gossip. Normally that isn't a bad thing, but after your meeting with the duke it feels like the place's mood is turning for the worse. Have your hero listen in on people sometime during the day. They're looking for someone to blame for the Dragon and all of the problems that are slamming Gran Soren. Selene, of Witchwood, is fast becoming a scapegoat for all of this. You might want to get out there to warn her.

The next time you make it down south, travel to Witchwood and go all the way to the eastern side of the forest. Visit Selene at her home.



A mob has gathered to grab Selene. The good news is that a Golem rises from the forest to chase them off. You don't have to hurt any of the misguided creeps. The bad news is that there is still a Golem there, and it doesn't like your team any more than the mob. So, you have to kill the Golem.

Non-casters are at their best with Golem fights. You really need to be able to hit certain points with precision, and someone brave enough to crawl on the creature and smash its amulets wins the day. Try to get a spot on one of the legs first. This temporarily powers down the Golem and gives you a chance to break more amulets. Use that time to hit the amulet on the bottom of its feet (because that's a hard one to target normally).



After that, climb all over the Golem to find the rest. You don't win until all of the amulets are shattered, and Golems don't take any damage from standard attacks. Don't waste your time with them!

After the Golem's demise, look behind the spot where it formed (under Selene's home). There's a path! Go through the underground tunnel and then follow the dirt path on the other side. Selene is far ahead. Talk to the person that is standing beside her, and then talk to Selene to finish the quest.

WITCH'S BREW

Begins: Alehouse Notice Board

Ends: When you have given Selene a Gransys Herb and brought back an Herb Ale

Reward: 10,000 Gold and 11,750 Experience



If you want to get this one done quickly, make sure that you have a Gransys Herb (buy one if needed) and then start *Elsewhere Bound* from the Notice Board at the inn. That is a quest to escort Selene. And in case you're wondering, yes, you can talk to her and get the Herb Ale while escorting her. Thus, you can complete this quest without going down to Selene's house. Very nice!



GRAN SOREN - THE DUKE'S DEMESNE

A	LOOT CHANCE
Royal Banner	20%
Clean Cloth	20%
Harspud Juice	20%
War Bugle	20%
Cloudwine	20%

B	LOOT CHANCE
Skeleton Key	

C	LOOT CHANCE
Conqueror's Periapt	25%
Angel's Periapt	25%
Demon's Periapt	25%
Mage's Periapt	25%

D	LOOT CHANCE
Shortbow	38%
Sylvan Bow	12%
Placative Brew	30%
Royal Banner	10%
Enlistment Corps Banner	10%

E	LOOT CHANCE
Pelta	38%
Iron Shield	12%
Liberating Brew	30%
Royal Banner	10%
Enlistment Corps Banner	10%

F	LOOT CHANCE
Seeker's Token	35%
Cloudwine	65%

G	LOOT CHANCE
Trusty Sword	38%
Broadsword	12%
Interventive	30%
Royal Banner	10%
Enlistment Corps Banner	10%

H	LOOT CHANCE
Conqueror's Periapt	25%
Angel's Periapt	25%
Demon's Periapt	25%
Mage's Periapt	25%

I	LOOT CHANCE
Royal Banner	20%
Bottled Haste	20%
Eyedropper	20%
Harspud Juice	20%
War Bugle	20%

J	LOOT CHANCE
Coin Purse of Charity*	

K	LOOT CHANCE
Paladin's Mantle	100%

L	LOOT CHANCE
Golden Bastard	100%

M	LOOT CHANCE
Badge of Merit	100%

N	LOOT CHANCE
Royal Banner	20%
Bottled Haste	20%
Eyedropper	20%
Harspud Juice	20%
War Bugle	20%

O	LOOT CHANCE
Throwblast	30%
Dragon's Spit	40%
Foreign Knife	20%
War Bugle	10%

P	LOOT CHANCE
Conqueror's Periapt	40%
Interventive	20%
White Wine	30%
War Bugle	10%

Q	LOOT CHANCE
Conqueror's Periapt	40%
Interventive	20%
White Wine	30%
War Bugle	10%

R	LOOT CHANCE
Royal Banner	20%
Clean Cloth	20%
Harspud Juice	20%
War Bugle	20%
Cloudwine	20%

S	LOOT CHANCE
Enlistment Corps Banner	20%
Throat Drops	20%
Spicy Mushroom Tea	20%
Harspud Juice	20%
War Bugle	20%

T	LOOT CHANCE
Throwblast	30%
Dragon's Spit	40%
Foreign Knife	20%
War Bugle	10%

U	LOOT CHANCE
Enlistment Corps Banner	20%
Throat Drops	20%
Spicy Mushroom Tea	20%
Harspud Juice	20%
War Bugle	20%



AREA ENTRANCES

- 1 To Gran Soren
- 2 To Duke's Demesne: Second Floor
- 3 To Duke's Demesne: First Floor
- 4 To Duke's Demesne: Third Floor
- 5 To Duke's Demesne: Second Floor
- 6 To Duke's Demesne: Second Floor
- 7 To Duke's Demesne: First Floor
- 8 To Duke's Demesne: Third Floor
- 9 To Duke's Demesne: Second Floor
- 10 To Duke's Demesne: Second Floor
- 6b To Duke's Demesne: First Floor
- 7a To Duke's Demesne: Third Floor
- 7b To Duke's Demesne: Second Floor
- 8a To Duke's Demesne: Fourth Floor
- 8b To Duke's Demesne: Third Floor
- 9a To Duke's Demesne: First Level Underground
- 9b To Duke's Demesne: First Floor
- 10 To Gran Soren Slums

LOCATIONS

- 11 Duchess's Gardens
- 12 Guard Station
- 13 Audience Chamber
- 14 Treasury
- 15 Observation Room
- 16 Storehouse
- 17 Chamberlain's Office
- 18 Duke's Solar
- 19 Gathering Hall
- 20 Visitor's Chamber
- 21 Dungeon
- 22 Duchess's Bedchamber

IMPORTANT ITEMS

- 23 Seeker's Token
- 24 Skeleton Key
- 25 Paladin's Mantle
- 26 Badge of Merit

WANDERING NPC'S

ABRAM

1200-1200: Audience Chamber
1200-1000: Exits via castle gate

AELINORE

1800-2200: Duchess's Gardens
2200-1800: Duchess's Bedchamber

ALDOUS (QUEST GIVER)

0800-2100: Audience Chamber
2100-0800: Chamberlain's Office
Post Game
0000-2400: Audience Chamber

AMBROSE

0730-2010: Audience Chamber
2010-0730: Duke's Solar

ANSSELL

Post Game
0000-2400: Prison

BAWDWYN

1300-1500: Audience Chamber
1500-1300: Exits via castle gate

DONWEY

0700-1800: Courtyard
1800-0700: Leaves via castle gate

DOMENIQUE

0800-1400: Audience Chamber
1400-1930: Courtyard
1930-0800: 2nd floor

EDMUND DRAGONSBANE

0800-1800: Audience Chamber
1800-0800: Duke Solar

ESPERAUNCE

0520-0800: Audience Chamber, stairway, castle gate
0800-0520: 1st floor

FEDEL (QUEST GIVER)

0800-1700: Audience Chamber
1700-2000: Hallway near Duchess's Bedchamber
2000-0800: Returns to 2nd floor

FESTE

0800-1700: Audience Chamber
1700-0800: Wanders around Duke's Demesne

FROST

1100-1300: Audience Chamber
1300-1100: Exits via castle gate

HENDER

0800-1000: Audience Chamber
1000-0800: Exits via castle gate

ISABEL

1500-1700: Audience Chamber
1700-1500: Exits via castle gate

JOLETTE

1700-1900: Audience Chamber
1900-1700: Exits via castle gate

JOSEPHINE

0700-2000: 2nd floor
2000-0700: 1st floor

JULIEN

0700-1200: Visitor's Chamber
1200-1730: Observation Room
1730-2100: Visitor's Chamber
2100-0100: Duke's Solar
0100-0700: Exits via castle gate

MARGERY

0700-2000: Heads for entrance
2000-0700: 1st floor

MIRABELLE (QUEST GIVER)

1200-1530: Maid area
1530-1800: Visitor's Chamber
1800-1200: Duchess's Bedchamber

MORYS

0700-1800: Courtyard
1800-0700: Exits via castle gate

ORSAY

0500-0800: Audience Chamber, Treasury
0800-0500: Sits at table

PERING

0700-2000: 1st floor room, 2nd floor room
2000-0700: 1st floor

PIPA

1400-1600: Audience Chamber
1600-1400: Exits via castle gate

RANDELL

0530-2020: Audience Chamber
2020-0530: Visitor's Chamber

RAULIN

0510-0800: Audience Chamber
0800-0510: 1st floor

SER DERIC

0800-1800: Audience Chamber
1800-0800: Duke's Solar

SER DIRKE

0800-1800: Audience Chamber
1800-0800: Duke's Solar

SER ELTHAR

0000-2400: Treasury

SER GYLES

0500-1300: Warehouse, 2nd floor
1300-1700: Observation Room
1700-2130: 2nd floor
2130-0500: Corridor, 2nd floor

SER JAKOB

0300-2200: Prison entrance
2200-0300: 1st floor
Post Game
0300-2200: Prison entrance
2200-0300: Duke's Solar

SER POL

0500-2130: Guards gate
2200-0500: 1st floor

SER RASTER

0500-1340: 2nd floor
1340-1910: Courtyard
1910-2200: 2nd floor
2200-0500: Corridor, 2nd floor

SER TEDRICK

0500-2130: Guards gate
2130-0500: 1st floor

SER VINSON

0000-2400: Outside Duchess's Bedchamber

VANDER

0900-1100: Audience Chamber
1100-0900: Exits via castle gate

VANNA

1600-1800: Audience Chamber
1800-2400: Exits via castle gate

WILLHEM

1200-1400: Audience Chamber
1400-1200: Exits via castle gate

WINIFRIDE

0700-2000: 2nd floor, Duchess's Bedchamber
2000-0700: 1st floor

FORAGED ITEMS

INSIDE THE DUKE'S DEMESNE

CATEGORY	NAME
Grass	Greenwarish
	Potent Greenwarish
	Strongwarish
Herbs	Gransys Herb
	Sunbright
Flowers	Moonglow
	Sweet Pollen
	Berry
Fruit	Apple
	Grandgrapes
	Mushroom
Mushrooms	Large Mushroom
	Avernal Mushroom
	Rock
Ore	Pretty Stone
	Gran Soren Rubble

CATEGORY	NAME
Books	Blank Scroll
	Ancient Scroll
	Wolf Strategy Vol. 3
Equipment	Set of Servant's Garb
	Lady's Corset
	Noblewoman's Corset
	Set of Salvation Robes
	Silk Lingerie
Other	Tuft of Hair
	Skeleton Key
	Grand Surcoat
Treasury*	Foreign Knife
	Foreign Medicament
	Goddess Cameo
	Balmy Incense

*YOU CAN GET ITEMS FROM THE TREASURY AFTER COMPLETING THE QUEST REWARD AND RESPONSIBILITY. PRIOR TO THAT YOU CAN STEAL THE ITEMS, BUT IF YOU'RE SPOTTED YOU FACE ARREST.

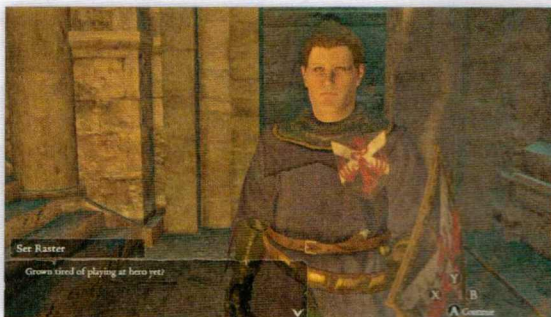
BASIC INFORMATION

The Duke's Demesne is the private keep for the lord of Gran Soren and his closest advisors. Pawns aren't allowed to come onto the grounds, so only your hero is in the party while exploring this location.

Though a small spot within Gran Soren, many important quests are started here. After meeting the duke, your hero should come to Aldous (the duke's advisor and confidant). Aldous gives you extremely vital tasks to help keep the country safe.

Take It Easy

Don't mess around with any of the guards in the Demesne—they'll lock you up in a second. Unless you have a skeleton key on hand, this leaves your hero in a jail cell for quite some time. Bribing the guards isn't too expensive, but it's the principle of the matter.



STORY QUESTS THAT BEGIN HERE

GRIFFIN'S BANE



Begins: When you speak with Aldous in the duke's Audience Chamber

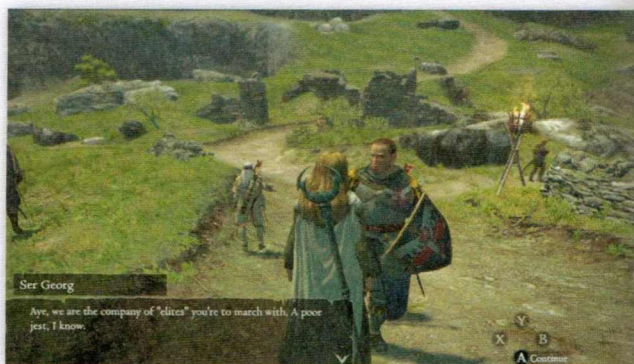
Ends: After you have told Aldous that the Griffin is slain

Reward: 30,000 Gold, 25,000 Experience, and 40 Rift Crystals



Aldous is worried about a Griffin that's been harassing troops in the area. He's assembled a group of fighters to attend to the beast, and your assistance would ensure the success of the mission. Accept the quest and leave Gran Soren by the southwest gate.

Ser Georg is down the road about one hundred feet. Rendezvous with him and set off with the soldiers. They begin their patrol, and your group has to hurry to keep up with them. After a few minutes, the soldiers stop in an open field. They each take cover to hide from the Griffin's aerial view.



Search the surrounding area for a Goblin. A number of them are up on the cliff, not far away. Kill one, grab its body, and carry it back to the circle that's now marked on your map. Drop the monster there. Now hide yourself, before the Griffin comes by for a snack. Once it arrives, leap out and give the fight everything you've got!

TERROR OF THE SKIES

Griffins are a thorn in everyone's side. They're smart because they make aerial hit-and-run attacks whenever they can. They're also perceptive. They can tell when a fight isn't going their way, and the cowards flee before things get out of hand.



Stay on a Griffin's sides if you're a melee character. It's easy to hit the wings with repeated jumping attacks. You can also launch combos from there, as you see fit. Don't do much grappling against these beasts. Though large, they're agile as well. Anyone who stays on their back or sides for long is going to be shaken and beaten about. You end up losing massive stamina without dealing an impressive amount of damage.

With the soldiers help, your pawns, and the Arisen's damage output, the Griffin is forced to flee. Look at your map to see the new target of the campaign. Ser Georg is taking his team to the Bluemoon Tower.



The Trip to Bluemoon Tower

It's unlikely that you've made this journey before, unless you are an avid explorer. Bluemoon Tower is down a tiny stretch of passable terrain that is northeast of Windbluff Tower. People can travel through that area and not even notice the road that continues east, through the mountains.

Be warned, it's a long slog through unfriendly lands. Powerful Skeletons haunt the passes at night, while Bandits choke the rocky corridors by day. A Golem is said to live in the pass as well!



The Bluemoon Tower is at the very tip of the land, on a modest peninsula. Read the entry for that area to learn how to siege the castle and slay the



Griffin. The fortress is filled with loot and expensive items, so take the time to search it thoroughly once the quest is complete. Don't leave or take a Ferrystone until you've picked the place clean.

When you return to Gran Soren, talk to Aldous and let him know that the roads are safe once more.

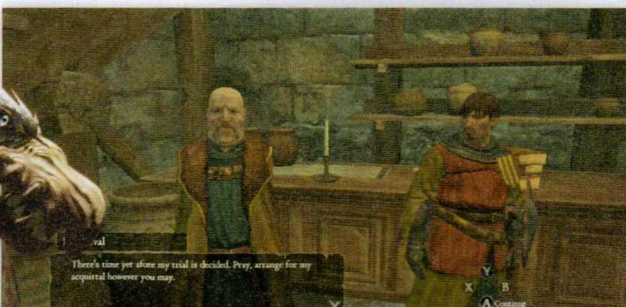
TRIALS AND TRIBULATIONS



Begins: When you speak with Aldous in the Duke's Audience Chamber

Ends: After you have seen Fournival's trial verdict and reported to Aldous

Reward: 20,000 Gold, 15,000 Experience, and 30 Rift Crystals (Only partial gold and experience if you don't present any evidence)

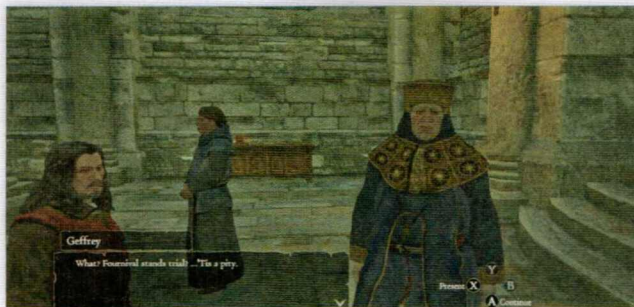


One of the first tasks that you can do for the Duke is handed out by Aldous, his right-hand man. Agree to help find evidence regarding Fournival's illegal activities within the duchy.

If you want, it's possible to spend time at the inn, rest, and avoid taking part in the entire affair. You lose most of your experience bonus if you do this. Additionally, you can do as many (or as few) of the following steps as you wish.

THOSE FOR FURNIVAL:

- Fedel: Upstairs in the Duke's Demesne
- Geoffrey: Inside the Cathedral
- Ser Daerio: North, at Windbluff Tower



Ser Daerio begs you to bring Ser Castor down to Gran Soren to testify. Ser Castor is up on the eastern wall. Talk to him and then bring the fellow back to the capital.

THOSE AGAINST FURNIVAL:

- Jasper's family: In the Craftsman's Quarter

To really swing the trial, use the Ancient Quarry to move south and look for your last contact at the rest camp south of the quarry. Reynard can seal the fate of the trial before it begins. For 3,000 Gold, you can swing the verdict in either direction.

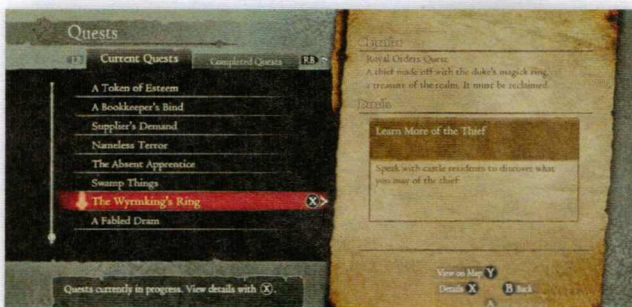


Now it's all a matter of time. Return to Aldous with any final information or wait out the time of the trial. Sleep for several days at an inn to make the time fly by.

THE WYRMKING'S RING



Begins: When you talk to Aldous and start the second round of quests for him
Ends: After you have spoken with Aldous
Reward: 35,000 Gold, 30,000 Experience, and 40 Rift Crystals



Aldous has two more quests once you have finished Fournival's trial and slain the Griffin. Someone has stolen a ring from the duke's treasure stores. This ring is known as the Wyrmling's Ring. It's extremely valuable, and the whole theft might be an inside job.

Follow this sequence to discover more about the theft:

- Talk to Pering, a servant who works on the first floor, in the northwest corner of the building.



- Talk to Ser Gyles; he's in one of the small northern rooms on the second floor.
- Find Ambrose, on the western side of the second floor (or in the Audience Chamber, depending on the time).

- Tell Aldous what you've learned.
- Talk to Mellard at the Cathedral or at the Knight's Manor, in the Noble Quarter of Gran Soren



Leave Gran Soren and travel to the Ancient Quarry. The thief might be hiding there. It's usually faster to enter by the northern entrance, so we start from there. Go into the quarry and start walking down the first hallway. You don't get far before you spot something suspicious. After watching a brief scene, your party is attacked.

There are a couple of casters and a handful of melee troops in the group that ambushes your party. They're all close together when the fight starts, and that is heavily in your favor. Use your strong area-of-effect attacks immediately. You can do so much damage to the enemies (or disable them en masse) that the fight is almost over before it begins. Pick off the casters first, and work on any foes that remain.



Another scene concludes the fight. When it's over, return to Gran Soren and tell Aldous what has transpired.

Continuing the Hunt

That isn't enough to get this task completed. Aldous wants your hero to push further. Begin a new investigation into the thief and his motives or whereabouts. Talk to Brice in Fountain Square, and then leave Gran Soren. Your next goal is to return to Bluemoon Tower!



Plan Ahead

Before leaving Gran Soren, configure your party for maximum survivability. We don't want to ruin the fun for you, but it's worth knowing ahead of time that you should have good healing herbs, a set of equipment that reduces damage from ice, and a party that has a couple of healers. Loading up on melee damage is an extremely bad idea, as it won't be as useful in the coming battle.

Make the long trek to the oceanside fortress. Though the Griffin is gone, there are now archers and swordsmen throughout the building. Use cautious



attacks to proceed, because the footing in Bluemoon Tower is still quite treacherous. One misstep could cost you a pawn—or your own life.

None of the enemy combatants are tough, so a slower method of fighting doesn't cost you more than a spare curative herb or two. Check the chests while you proceed, because some of them may have new treasure since you last plundered the tower.



If you unlocked the gate at the northern side of the tower, use that to quickly get to the top of the area. Otherwise, your group has to circumvent the central area and come at it via the southern passages.

At the top, a powerful mage waits. He mocks you without taking up too much of your time, and then the battle is on!

SALOMET

Salomet is a total coward. He teleports to safety if any of your characters try to hurt him in the early part of this battle. That's just how he does things. Instead, you have to stand and fight the Skeletal Knights and Lords that he summons.



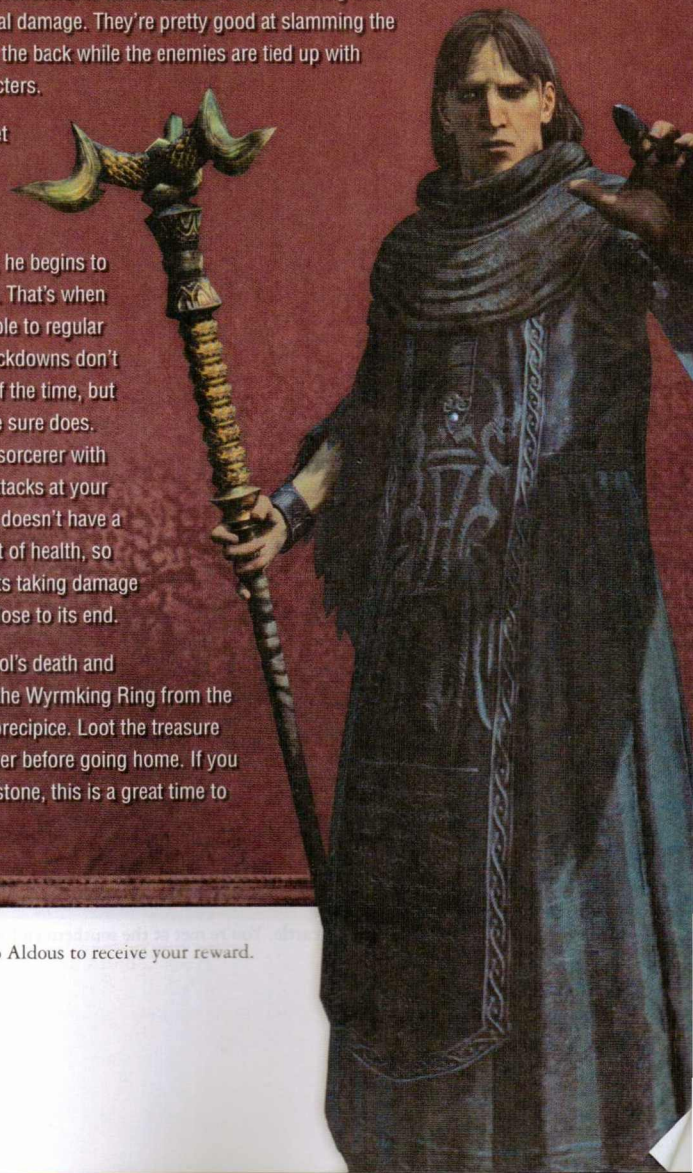
Heal the group early and often if you have the ability to do so. Make sure that all of the pawns have access to restorative herbs and equivalent items. Then, work on killing the Skeletons as they arrive. The tougher Lords are the worst, but they don't come in great numbers. Wait until they're dedicated to an attack, and then sprint behind them for fast strikes!

Casters are wonderful to have because of their healing and their magickal damage. They're pretty good at slamming the Skeletons in the back while the enemies are tied up with melee characters.

After Salomet has worn himself out with summoning, he begins to walk around. That's when he's vulnerable to regular attacks. Knockdowns don't work most of the time, but pure damage sure does. Lay into the sorcerer with the fastest attacks at your disposal. He doesn't have a huge amount of health, so once he starts taking damage the fight is close to its end.

Watch the fool's death and then collect the Wyrmkling Ring from the edge of the precipice. Loot the treasure from the tower before going home. If you have a Ferrystone, this is a great time to use it!

Give the ring to Aldous to receive your reward.



PRIDE BEFORE A FALL



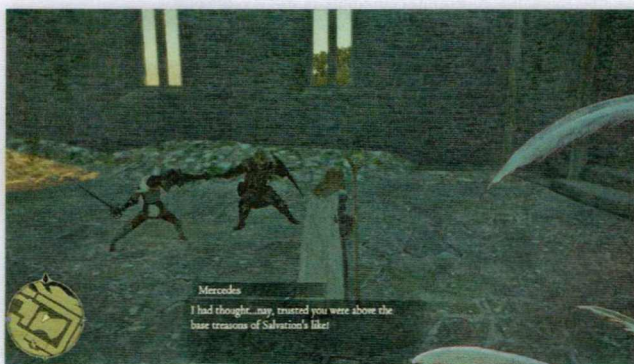
Begins: When you accept Aldous' request (in the second round of his services)
Ends: Once you have told Aldous about the events at Windbluff Tower
Reward: 20,000 Gold, 18,000 Experience, and 30 Rift Crystals



knight is traveling to Windbluff Tower. Follow the northern road and meet her there.

After arriving at your destination, climb the stairs on the eastern side of the compound. Move down the hallway and turn into the room nearby.

You have a tough choice ahead. A battle is about to break out. You can intervene. If you do, it's easy to defeat the enemy. That's not the issue. The problem is that you stain someone's honor by doing it. Holding back might have major consequences, so that's a rough path as well.



To respect Ser Mercedes as a knight, stand still and watch the fight. If the outcome is more important than the meaning behind the battle, go ahead and cut the enemy in half. Either way, we won't spoil what happens. Both choices are quite interesting.

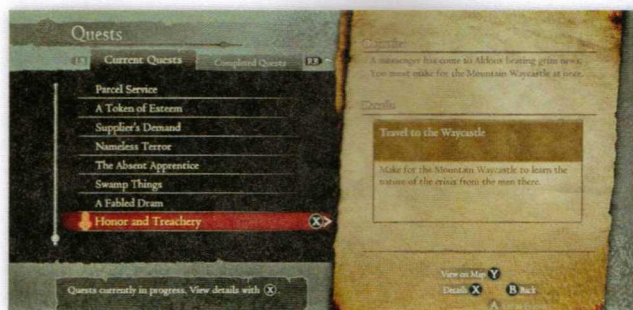
Watch the events complete and then go back to Aldous. Tell him what has transpired.

HONOR AND TREACHERY



Begins: As soon as your hero finishes Aldous' second round of quests
Ends: Once you're back in the castle, after a fight in the Craftsman's Quarter
Reward: Up to 60,000 Gold, 25,000 Experience, and 40 Rift Crystals (You lose experience if you can't protect everyone in the area)

There is word from the south. A messenger from the Southern Waycastle reports that a guardsman has been injured and needs to speak with the Arisen. You need to get down there as soon as you can. Leave Gran Soren and head down to the Waycastle. You're met at the southern end of the bridge.



Ser Ravenn delivers a message, and suddenly it's time to go back home. Reverse your steps and hurry up to the capital once more. Don't use the southern gate to get inside. Instead, take the longer route through the west gate.



The northern field within Gran Soren has a new addition. It's sort of, well, a Cockatrice. That's probably not what you'd expected, but you have to do something about it. Time for some killing.

COCKATRICE

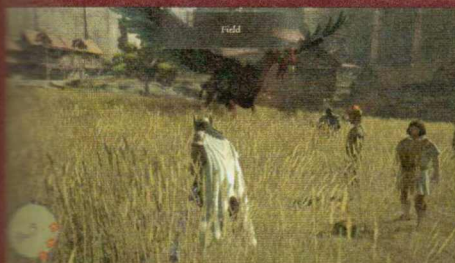
Stats

ATK	DEF	MAGICK ATK	MAGICK DEF
1,125	315	1,125	371

This fight makes for an awesome spectacle. Cockatrices are mentioned in lore, but they're so seldom seen. The rooster-like beings look and sound almost comical, but their size and aggression make them formidable. Even worse, the legends about them turning things to stone are true.

If you have potions that can help with stone conditions (e.g., Secret Softener or Panacea), they prove useful here. Similarly, pawns that can remove negative conditions are great to have in your party during this

fight. (You can always visit a Rift elsewhere in the world before entering Gran Soren.)



The Cockatrice can't shake people off of its flanks very well. It's a safe spot for someone to grapple and hang while still doing adequate damage to the beast. Magickal spells knock it out of the air, so casters fare well. Ranged attacks deal consistent damage, and melee has its chance at glory if your team can knock the Cockatrice down. When it falls on its side, the Cockatrice leaves its heads in a vulnerable state. During this time, melee characters deal insane amounts of damage with even basic combos.



Gutsy heroes can leap and swing at a Cockatrice's face even when the monster is mobile. This risks a variety of attacks in return, but the damage is good.



Attacks on the legs don't do much, even for helping to topple the foe. It's much better to grapple.

After you've either driven off or slain the Cockatrice, talk to Ser Camillus by the passage to the Noble Quarter. He leads you to Aldous.

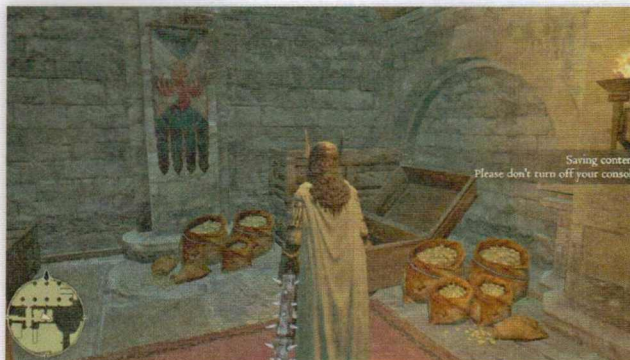
REWARD AND RESPONSIBILITY



Begins: As soon as you accept Aldous' offer, after completing the quest Honor and Treachery

Ends: Once you accept the duke's gifts

Reward: The duke's treasury, 20,000 Experience, and 35 Rift Crystals



A Long Trip

Aldous warns that this is going to be a long campaign. However, that doesn't end up being true because of circumstances that intervene. Don't worry about being locked into anything at this time.

Aldous informs you that the duke has a mission for you. If you're ready to undertake something of this scale, walk upstairs and seek the duke. He's in his solar, the room on the western side of the second floor. Talk to him and then follow the duke through the castle. He goes down to the treasury and presents a wealth of coin and chests with several valuable items. Loot everything!

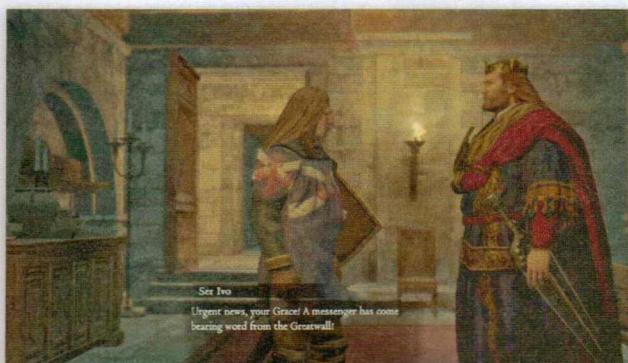
DENY SALVATION



Begins: As soon as you finish Reward and Responsibility

Ends: When you secure Greatwall

Reward: 40,000 Gold, 30,000 Experience, and 50 Rift Crystals





Your mission is halted before it even begins, but there is another pressing matter to which you must attend. You are summoned to the Greatwall, far to the west. Take your new toys and leave Gran Soren.

Journey to Greatwall and rest before going inside. Enemies lurk within the keep, and your people need to be at full health before the fighting begins. Once inside, step forward just enough to trigger the first scene. Two Cyclopes come into the courtyard from the far gate.

Snow Harpies attack simultaneously, so the field gets bloody almost instantly. Dedicate your full attention to the Harpies during the first stage of the fight. Taking them out prevents Sleep from affecting your characters when the Cyclopes start to stomp around.



Kill all of the Snow Harpies and then choose one of the Cyclopes to work on. If your group is focused on pure damage, make sure that the Cyclops you're working on is also the one that all of your

pawns are fighting. A team that can disable enemies properly should split up instead, and keep both of the Cyclopes either down on the ground or disabled through spellcraft. It's a slower fight that way, but safer.

Now that the courtyard is clear, leave Greatwall and rest outside. This doesn't cost any substantial money, and it doesn't eat into your supplies. The monsters don't come back!



Deeper Into the Fortress

The second yard looks empty. Ahead is the entrance to the main compound, and to the west is a small graveyard. If you approach the stones, a number of strong Undead Warriors climb from the dirt to attack your allies. It's safe to back off and use ranged attacks to destroy them. Or, if you want a fast victory, stand in the middle of the throng and keep the entire group at bay. This is risky, but it's faster and quite fun.

The path splits when you enter the main building. It's about this time that the Skeletons begin their attack. Skeleton Knights are a common sight here. They're sometimes led by sorcerers (high devotees in the Cult of Salvation). You have to wonder if these Skeletons are formed from the previous guards that served here. Either way, you have to put them all down.



Fight near the sorcerers. This ends up dragging the Knights over because all of their attacks are melee based. Your party can then use area-of-effect attacks and spells to take out the casters while hurting their Skeletons as well.

The eastern room has a captive. Kill the sorcerer and Skeleton Knights in that chamber to save one of the guards. He is quite grateful and asks you to look for more survivors.



A small passage continues into the fort. There are several ways to go, yet many of the doors are locked. You can only proceed in one way at this time. Take the hallway back into the bowels of the building and continue until you find a room with a Chimera. There's no avoiding the fight, because the far door is closed (and a guard is keeping it that way as long as the Chimera lives). Destroy the beast.

A Review on Chimera Hunting

You've fought enough Chimeras by now that you know the techniques for beating this foe. Still, here is a quick refresher. Casters and archers hassle and disable the goat and serpent heads. Melee troops get around to the back and either grapple to help with the heads or work the legs to trip the Chimera. If the creature falls over, everyone switches to the head for massive damage. When the Chimera gets back up, your team returns to their original duties.

There are a couple of ballistae in this chamber. Anyone who wants to try something different can get in those and attempt to slam the Chimera with bolts.



The guard opens the gate after the Chimera dies. Loot the chests in the adjoining room and then move on. A substantial fight is just around the corner. It looks easy at first; there are stairs ahead with a couple of enemies at the top. Once you start your ascent, it ends up being more impressive. There are Skeleton Mages and Knights at the top of the steps, and Undead Warriors file in behind your party.



Rush toward the Mages and kill them while waiting for the Undead Warriors to catch up.

You can often dispense with the Skeleton Mages and some of the Knights before the Undead Warriors make any difference in the fight. Clean up the melee troops by backing off to safe range or using area-of-effect attacks.

A locked door beneath the steps is unlocked by your guard ally as soon as the fight concludes. Examine the area behind the door. Stairs take you up to a chamber with a chest and a damaged wall. Place a nearby explosive barrel beside the wall and detonate it. This creates a hole that you can squeeze through. The earlier stairs are on the other side, so the opening doesn't get you anywhere special. However, you can continue your exploration.



The Upper Floors

Take the stairs to the third floor. A Skeleton Lord is keeping its post to prevent you from breaching this level. Dash around it and force the Skeleton Lord to fight enemies on two sides. It can protect itself from one group of attackers, but not the other. This makes short work of the monster.

A guard opens the storeroom. Loot the chest and then move on. The next room is being used as a summoning circle by the Salvation cultists. Watch what happens when the Arisen enters, and steel yourself for a dangerous battle.



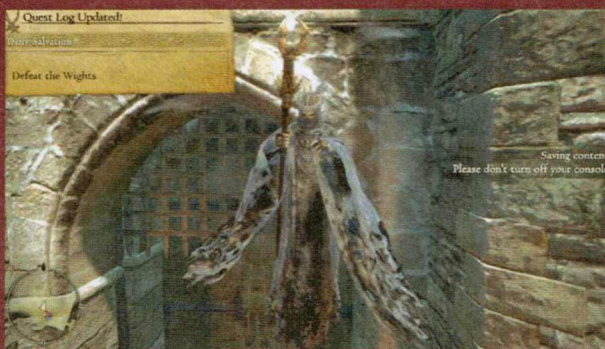
TWIN WIGHTS

Stats

ATK	DEF	MAGICK ATK	MAGICK DEF
280	230	500	250

A grim scene heralds the action, and soon you face off against two Wights. These flying Undead have spellcasting abilities, moderate health, and are hard to hit. Melee characters are especially challenged by them. These players have to watch carefully and wait for the Wights to descend or to be brought down by allies' damage.

At first, the Wights stay low so that they can summon even more Undead. Use this time to your advantage. Choose one Wight and hit it with everything in your arsenal. Go for pure damage! You probably can't kill the Wight outright, but bringing it close to death is more than good enough.



Melee characters can then use their strength against the swarming Undead that attack. Ranged characters and casters should stick to the wounded Wight and attempt to kill it.

Holy Boon/Holy Affinity is a great spell during this fight. It makes any ally substantially better at killing his or her targets.

Once you've defeated the Undead wave, the Wights descend again. Use that time to kill the first Wight if it's still present, and then work on the second Wight. Quick action is often enough to end the battle here. When it isn't, take on another wave of Undead and repeat the techniques



from the first wave. Let melee gather the Undead and protect the ranged characters.

Both Wights soon perish!

An awesome scene concludes both the battle and the quest. You are then free to return to Gran Soren.

SIDE QUESTS THAT BEGIN HERE

AROUSING SUSPICION

Begins: Talk to Mirabelle in the castle foyer (after meeting Lady Aelinore)

Ends: Once you have visited Lady Aelinore in the castle gardens at night

Reward: 10,000 Gold, 6,000 Experience, and 20 Rift Crystals

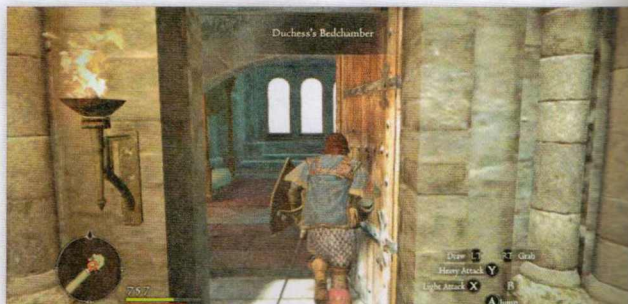


After meeting Lady Aelinore in the castle gardens, your hero soon stumbles into her lady in waiting. Mirabelle is usually in the first room of the Duke's Demesne. Talk to her, and she tries to arrange a meeting between your hero and her mistress.

Two Innocent Men

This is a perfect quest to do at the same time as the Cassardis quest, *An Innocent Man*. Start that quest by talking to Tomlin, in Cassardis, and then follow up by talking to people in Gran Soren. In the later stages of this quest, you end up being quite close to Tomlin's father and can help him out while you're leaving the Duke's Demesne.

Sleep at an inn until nightfall, and then return to the Duke's Demesne. Walk to the northern gardens and meet Mirabelle. She instructs your hero to seek out Lady Aelinore in her chambers. Go into the main building via the northern side door. Walk into the Audience Chamber when the patrolling guards aren't looking; you can hide in a side chamber while you wait (the servants don't take notice of you). Take the stairs up to the next floor and look for the room in the northeast. There are more stairs! Climb those. A bridge extends northeast from the third floor. Walk across the bridge and go into the duchess' chambers. A scene follows. You can watch what happens and have the quest fail, or intervene to continue the event.



You end up in the dungeon of the castle. A Skeleton key is at your disposal. Use it to open your cell door and then use the southwestern cell door next. If you're doing *An Innocent Man* right now, unlock the southeastern cell and help the men in there leave the castle. The southeastern door takes your hero on a passage that goes all the way out to the city aqueducts. You're free once again. Put your equipment back on, throw away the rags in your inventory, and go back about your business.

DUCHESS IN DISTRESS

Begins: Talk to Mirabelle outside of the castle entrance, on the northern side of the doors

Ends: After you've helped Aelinore once again

Reward: 35,000 Gold, 25,000 Experience, 40 Rift Crystals, and improves your relationship with Aelinore



Before running off to deal with Salvation in the late game, stop for a moment in the castle gardens. Look for Mirabelle on the northwestern corner of the castle. Talk to her and agree to help Lady Aelinore.

Leave Gran Soren and walk north, past Windbluff Tower. The road continues all the way up to a private estate called The Blighted Manse. That's where you find Aelinore. Put on the Set of Royal Guard Armor that Mirabelle gave your hero so that you can enter the estate.

Read through the Blighted Manse entry to see the map of the area and to get a walkthrough for finding Aelinore and escorting her out of the area safely. As soon as you finish this, your hero completes the quest and gets the full reward for the task.

THE CONSPIRATORS

Begins: Talk to Fedel in the Gathering Hall (above the duke's Audience Chamber)

Ends: When you have brought back an important letter to Fedel, Ser Gabriel, or both

Reward: 35,000 Gold, 18,000 Experience, and 35 Rift Crystals

After meeting the duke, go upstairs in the castle and look for the Gathering Hall. Fedel can often be found there, and he starts a quiet conversation with your hero. He doesn't say much, but it sure sounds consequential. Go back to the inn and rest until evening. Return then and look for Fedel in the southern courtyard. He eventually comes out if you stand in the marked area and wait.



Talk to Fedel and he marks a large area on your map. Hunt flying creatures out west and attempt to retrieve the man's letter.

Careful What You Do First

If you complete both of Aldous' initial quests, *The Conspirators* automatically fails! Get this done early if you want to advance the story in this direction.



There is a cave known as Soulflayer Canyon, and that's where you find the letter. There are two entrances to the dungeon, and both are along the northern cliffs as your hero travels into western Gransys.

Be prepared to fight a world of Harpies as you go. They dominate the area in and around the dungeon. Kill everything in your path and go toward the western side of the dungeon. The target is a ledge that isn't too far from there. You can see the ledge from the Cyclops' walkway, far above. Don't try to hop down, because the fall would kill your hero.

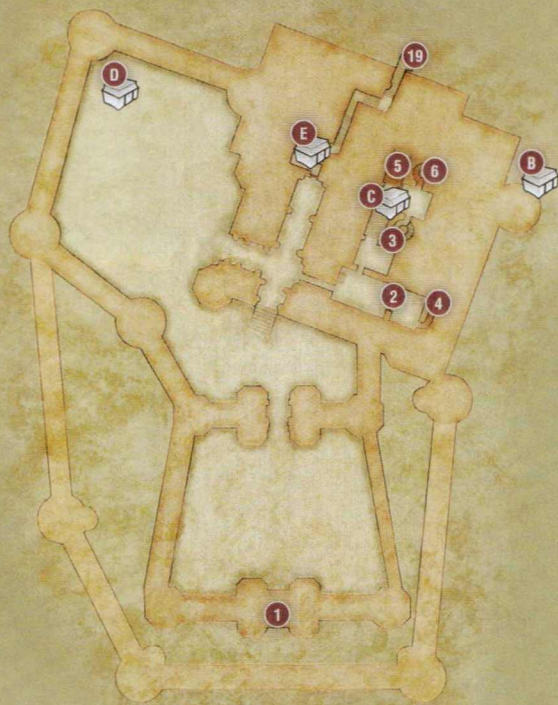


Instead, continue north around the top of the map. You're forced to slide down a few steep embankments to the east. The slides divide, with the western route taking you back into the main section of the dungeon. Use the eastern ramp to get around to the ledge you saw earlier. That has some parcels that you need for another quest, and the letter that you're looking for. Return this to Fedel or give the letter to Ser Gabriel when you enter the Duke's Demesne. The choice is yours.

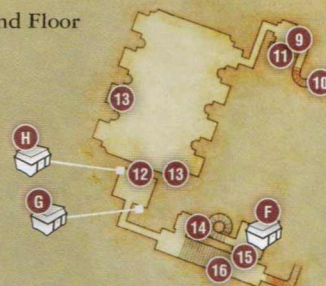
If you're crafty, forge the letter at The Black Cat, in southern Gran Soren. You can give versions of the letter to both men to receive rewards from each!

GREATWALL ENCAMPMENT

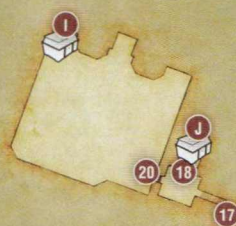
First Floor



Second Floor



Third Floor



First Level Underground



AREA ENTRANCES

- 1 To Barta Crags
- 4 Stairs down to The Greatwall First Level Underground
- 5 Stairs up to The Greatwall Second Floor
- 6 Stairs up to The Greatwall Second Floor
- 7 Stairs up to The Greatwall First Floor
- 10 Stairs down to The Greatwall First Floor
- 11 Stairs down to The Greatwall First Floor
- 16 Stairs up to The Greatwall Third Floor
- 17 Stairs down to The Greatwall Second Floor
- 19 To the Tainted Mountain Temple

AREA LOCATIONS

- 2 Destructible Wall
- 3 Locked Gate
- 8 Barred Gate
- 9 Barred Gate
- 12 Barred Gate
- 13 Ballista
- 14 Locked Gate
- 15 Destructible Wall
- 18 Locked Gate
- 20 Before the Greatwall Gate

A	LOOT CHANCE
Silver Chestplate	40%
Rex Lion Padding	25%
Chimeric Sabatons	25%
Meloirean Greaves	10%

B	LOOT CHANCE
Jade Bangles	50%
Chimeric Gauntlets	25%
Red Over-Knee Boots	20%
Meloirean Armguard	5%

C	LOOT CHANCE
Thousand Stings	15%
Orilux Shield	15%
Veteran's Arc	15%
Steel Cuirass	5%
Plated Coat	30%
Chimeric Half Plate	20%

D	LOOT CHANCE
Giant Coin Pouch	35%
Foreign Medicament	25%
Purifying Brew	20%
Liquid Vim	
E	LOOT CHANCE
Giant Coin Pouch	50%
Nimble Cuirasses	7%
Clerical Cap	7%
Crowned Hood	6%
Hydra Strategy Vol. 2	30%

F	LOOT CHANCE
Faithful Earring	100%
G	LOOT CHANCE
Master's Bracers	30%
Scarlet Hand Covers	30%
Animistic Robe	30%
Leather Ocreae	10%
H	LOOT CHANCE
Ring of Sable	10%
Free-Spoken Earring	30%
Sight Earring	30%
Gryphic Cloak	30%

I	LOOT CHANCE
Salubrious Brew	35%
Assassin's Breeches	7%
Lion-Lord's Helm	7%
Chimeric Armet	6%
Undead Tactics Vol. 2	24%
Brown Laced Leggings	20%
Gryphic Victory	1%

J	LOOT CHANCE
Ardent Will	18%
Algid Bloom	18%
Kunal	15%
Gimble Gyre	18%
Rooted Gloom	18%
Alchemickal Bangles	10%
Stagnant Surge	3%

FORAGED ITEMS

CATEGORY	NAME
Herbs	Mithridate
Flowers	Sunbright*
Fruit	Apple
	Berry
Mushrooms	Mushroom
	Avernus Mushroom

CATEGORY	NAME
Mushrooms	Large Mushroom
	Polar Mushroom
Other	Hemp
	Cloudwine

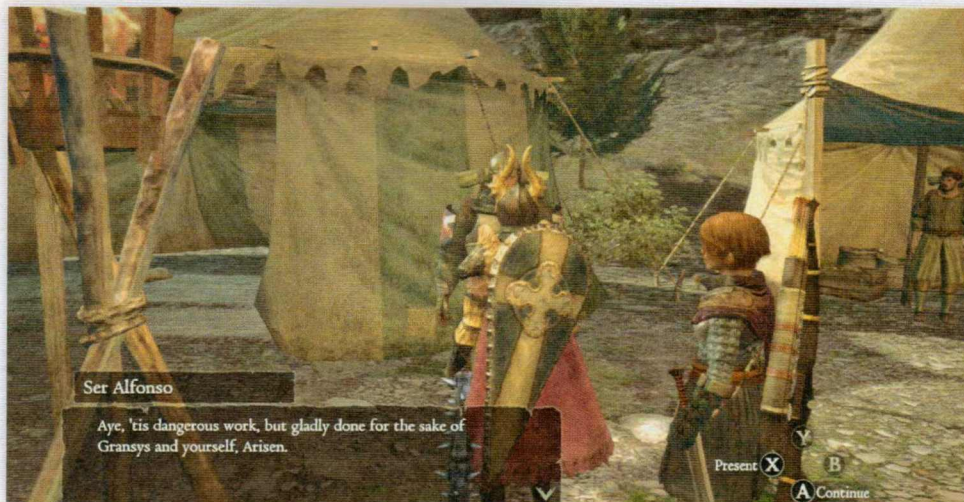
*Only from 5am to 8pm

MONSTERS

- Chimera
- Cyclops
- Skeleton Knights
- Skeleton Lord
- Skeleton Mages
- Snow Harpies
- Skeleton Sorcerers
- Undead Warriors
- Wights

BASIC INFORMATION

Greatwall has a number of services outside of its main entrance. Wandering travelers can sleep there, manage their storage items, configure skills, or switch pawns. It's a nice place in the middle of a savage wilderness. You can't get through the gate into the compound until later in the game, so Greatwall acts as more of a rest camp until you've completed a number of duties for the Duke of Gran Soren. He personally asks you to go to Greatwall when the time comes. The events of this are covered by the quest *Reward and Responsibility*.



Spoiler Alert!

One of the major battles of the end game unfolds near Greatwall. To avoid spoilers skip the rest of this section until you are ready for *The Final Battle*.

When you return to this castle outside of that quest, there is little to be done here. A rear exit, at the northern end of the first floor, is actually a way into the Tainted Mountain. That is where you eventually confront the Dragon. Unless you're feeling really lucky, don't go there. Your party should be very high level before doing so. Also, finish all of your existing quests before confronting the Dragon.



STORY QUESTS THAT START HERE

THE FINAL BATTLE



Begins: After you complete the events of the Reward and Responsibility quest

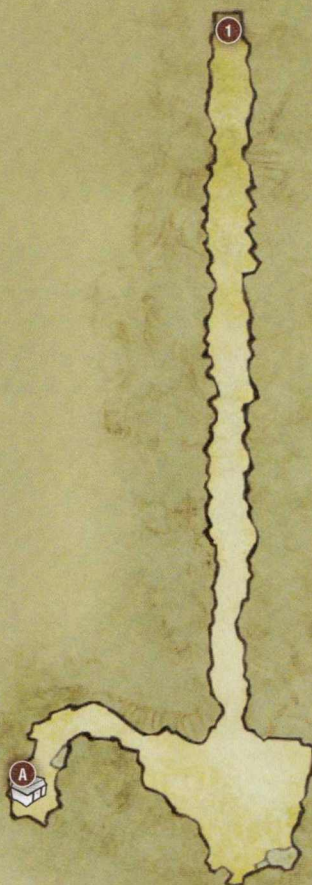
Ends: When you have confronted the Dragon

Reward: 65,000 Gold, 80,000 Experience, 60 Rift Crystals, and major equipment upgrades

The northern exit from Greatwall leads to the Tainted Mountain, where the Dragon makes its roost. Before going there, tie up as many loose ends as possible. One of those is to return to Hillfigure Knoll. See the Dragonforged there. He gives you tactics for fighting Dragons and also a vest of great quality. Receive these items in good health, and then take your leave of him.

Finish all of the quests and duties that you still have in the world. Much changes over the course of *The Final Battle*! Also, bring an immense volume of herbs, restorative items, and whatever else you think may be of use. Fire resist equipment is nice to have. Also, bring the best equipment you own. Not only does it help you win in the coming storm of battle, but all of the equipment you wear during the final confrontation gets a *major* permanent upgrade.

HILLFIGURE KNOLL

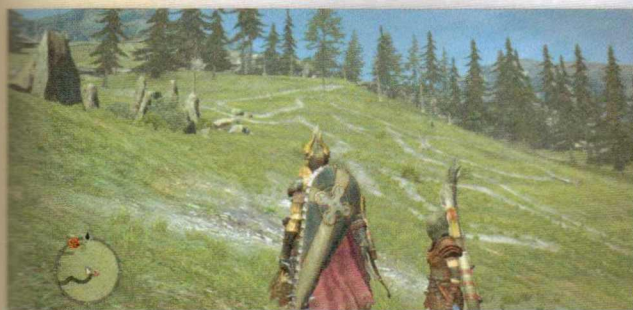


A	LOOT CHANCE
Bliaut	30%
Leather Circlet	30%
Silver Bands	20%
Feather Cape	20%

AREA ENTRANCES

- 1 To Northface Forest

BASIC INFORMATION

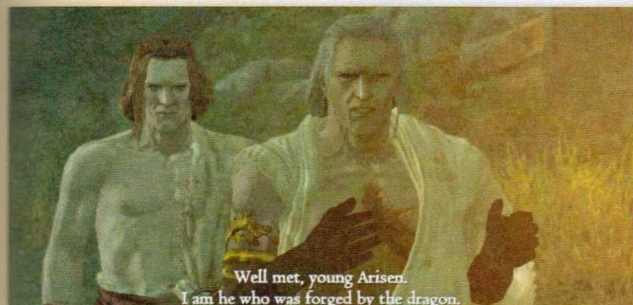


Hillfigure Knoll is an area in the northern wilderness that is noted for having a large figure cut into a hillside. It's a landmark that seems quite strange, and people who stop there speak of a man called The Fool. He's said to speak in riddles, confusing those who would hear him out. Perhaps you can learn more than most from this curious place.

The Dragonforged also lives here. You need to speak with him to complete a quest called *The Cypher*. Your hero should also seek them out after the events at Greatwall.

Talking to The Fool and the Dragonforged fills in a number of details about the world and its lore. Listen carefully to what they say.

There aren't any monsters here. The outside of Hillfigure Knoll is adequately safe, and the small indoor area is nice and cozy.



MANAMIA TRAIL

POINTS OF INTEREST

- Dripstone Cave
(Northern Entrance)

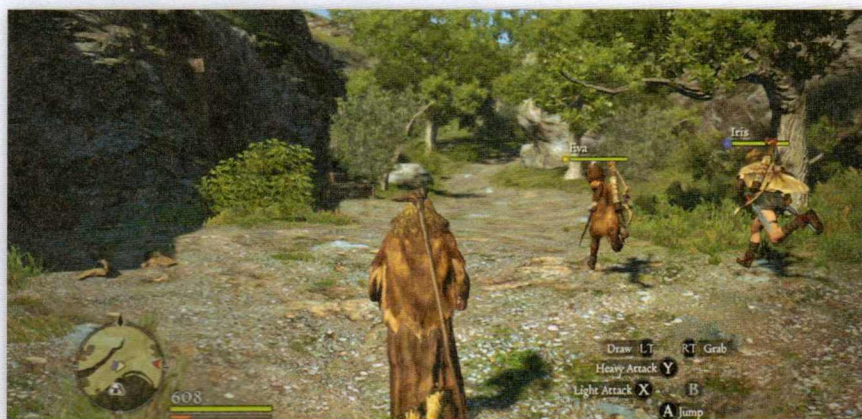
MONSTERS

- Bandits
- Goblins
- Wolves

BASIC INFORMATION

Manamia Trail starts to the north of the Encampment. Its road leads north toward the Mountain Waycastle. A smaller trail west leaves the settled lands behind and takes travelers into Bandit territory.

The lower section of Dripstone Cave empties out here, and you can use it to get into Cassardis a little faster than the road would normally take you. It's also a way to search for treasure while moving through the area. There is loot in the dungeon that replenishes periodically. You aren't likely to make much money on the southern roads, so this is a side benefit.



On rare occasions, a Bandit area north of the trail (and west of the road) contains a captive. Look for a cage up the hill and see if anyone is inside. Free the hostage by killing any nearby Bandits and your party gets an instant dose of experience and money.

MIASMIC HAUNT

LOOT

- Chests (x2)(southern side of area)
- Chest (on the central island)
- Fourth Journal Entry (southern side of area)

MONSTERS

- Snow Harpies
- Sulfur Saurians
- Wight

Nighttime Is NOT the Right Time

It's possible to stumble into a Wight if you search the bogs during the dark hours of the evening. These flying spellcasters are a royal pain if you aren't a ranged character, so beware!

BASIC INFORMATION

This small wilderness area is southwest of the Ruins of Heavenspeak Fort. Take the small passage down into the swamp and look for large flocks of Snow Harpies. That's when you know you're getting close. All of the good treasure here is at the bottom of the region, south of the bogs. You can even find the Fourth Journal Entry here, if you're collecting those pieces.

The bog slows movement, so don't fight in or near the water. Lure enemies up the hill or onto the island while you're attacking them.

MOONSBIT PASS

MONSTERS

- Goblins
- Harpies

BASIC INFORMATION

Moonsbit Pass is a section of crags and canyons that extends from the Mountain Waycastle almost all the way north to Gran Soren. It's treacherous to navigate at night because the area is filled with steep drops. You can't see where you're going without a lantern, so be sure to keep one lit and filled with oil.

If you have anything that protects against Sleep, have it at the ready. Harpies attack anything and everything that tries to make it through the pass. Ranged attacks and jumping melee swings work well to stop the beasts.



There isn't much of value down in the pass. These monsters don't have piles of treasure, and the land itself is rocky and unrelenting. Come through here only when you have to; it's not fruitful for either experience or wealth.

MOONSHOWER CLIFFS

MONSTERS

- Goblins
- Hobgoblins



BASIC INFORMATION

The cliffs southwest from Gran Soren aren't settled by any humans. They're hard to reach, and Goblins lurk in the shadows nearby. Get up to the Moonshower Cliffs by taking a side route out of Moonsbit Pass. You don't find much of value on the cliffs, but it's fun to explore the area because it has such a great view of the city.

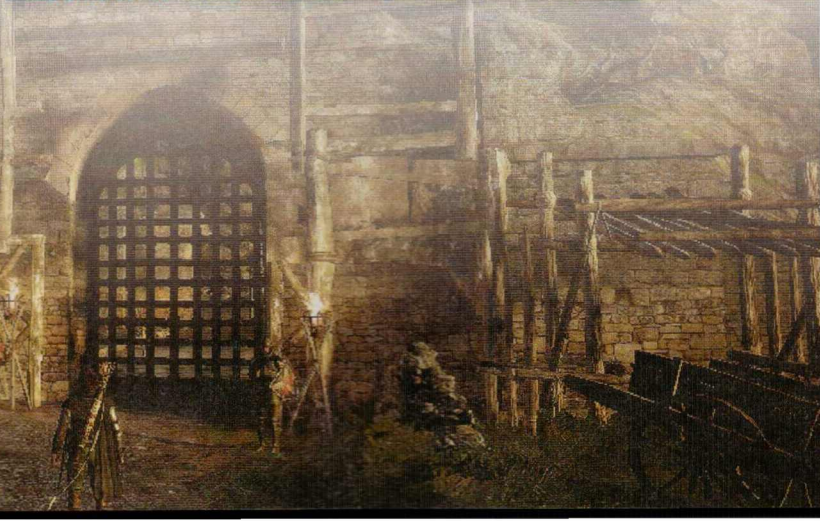
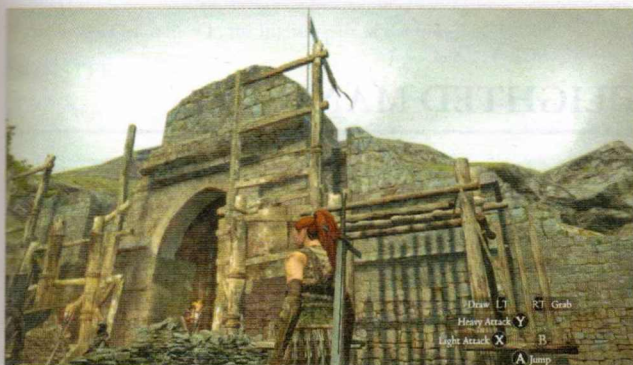
MOUNTAIN WAYCASTLE

BASIC INFORMATION

There isn't much to do at the Mountain Waycastle. You meet people there or use it as a waypoint while crossing through the eastern roads of Gransys. There aren't any stores to buy or sell equipment and items, so it's no center for trade.

There is, however, a Riftstone in this area. If you've lost pawns while traveling, hurry here to restore them instead of going all the way back to the Encampment or Gran Soren.

The roads to the north are somewhat dangerous for low-level adventurers. That route is filthy with Harpies and Goblins. Be prepared, and don't go at night. It's possible to walk off of a cliff and do more damage to yourself than the monsters could hope for!



NORTHFACE FOREST

POINTS OF INTEREST

- Healing Spring
- Rest Camp
- The Blighted Manse
- The Blighted Manse Rear Entrance

MONSTERS

- Direwolves
- Snow Harpies



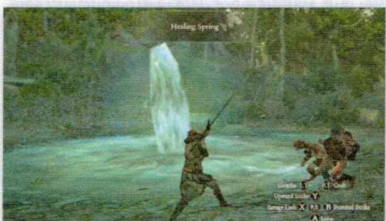
BASIC INFORMATION



Northface Forest covers the entire top section of Gransys. Though it's far from anywhere civilized, there are several major places that are worth visiting. A poorly defended road comes up the eastern side of the region. You aren't safe on it, but there are fewer attacks than if you stray into the forest itself.

Direwolves plague this area. There are simply packs of them all over the place. Direwolves aren't that hard to fight, and they're worth a decent sum of experience. If you're interested in leveling off of kills this is a good place to spend an extra few minutes.

HEALING SPRING



The Healing Spring is on the western side of the forest, when the ground starts to rise toward the mountains. Dip your feet in there to replenish health lost while fighting. This saves on herb usage and doesn't take much extra time out of your trip.

REST CAMP

There's a Rest Camp in the valley under the Blighted Manse. Being somewhat on the road, you're more likely to find this before the Healing Spring. It's also a good way to rest, regroup, and get your party ready before doing any northern adventuring. Return here if your people get beaten up in the Windworn Valley, to the east.

The passage north of the Rest Camp is windy. You have to spring through the area to make substantial progress when going against the wind. Snow



Harpies love to attack people in the pass. Back off and lure them toward areas where you can fight without the wind being an issue.

BLIGHTED MANSE

The Blighted Manse is a northern estate that you only need during some late game questing. In fact, you can't even enter the estate much before then.

There is precious little treasure inside, so hold off until you're told to go there. The estate has a rear entrance up in the hills which remains locked until you're supposed to go there.



PASTONA CAVERN

POINTS OF INTEREST

- Bandits' Den

MONSTERS

- Bandits
- Golems
- Snow Harpies



BASIC INFORMATION

Pastona Cavern includes the mountain pass east of Windworn Valley and the caves that litter the area. Bandits have claimed this place as their own. Their melee troops cover the low ground, while archers and men using ballistae are on the cliffs above. It's nearly impossible to go through safely without bringing casters and archers. Archers are especially effective at clearing out the troublesome Bandits above your party.

Look for caves along the sides of the area. Some of these lead down while others take your group to the top of the cliffs. The Bandits' Den is up top; you get there from a cave halfway down the valley. If you find the Golem's starting area, that's the place to search. It's easier to get through the valley once you've killed everyone in the den.

RUINS OF AERNST CASTLE

LOOT

- Chest (Eastern side of the lower ruins)
- Chest (Outside of the upper ruins, near the stairs)
- Chests (x2)(Indoors, in the upper ruins)
- Wakestone Shard (On top of the southwestern tower)
- Salome's Grimoire (On the highest part of the tower)

MONSTERS

- Brigands



BASIC INFORMATION

These ruins are located along the southern shoreline of Gransys. The compound must have been quite lovely before it was destroyed because the place still has some charm and a moderate sense of protection. Many of the walls are intact; that may be why Bandits have made their home here.

Search the upper buildings for chests of treasure. There are several chests in the castle, and they're worth your time even if you haven't gone to the ruins for a specific quest.

Get the Wakestone Shard from a smaller tower on the southwestern section of the keep. It's easy to grab once you know where to look.

Wakestone Shards are quite valuable! Combine three of them to make an item that saves your hero's life when your Hit Points drop to zero.



SIDE QUESTS THAT BEGIN HERE

NO HONOR AMONG THIEVES

Begins: When you talk to Maul (After completing An Uninvited Guest in Cassardis)

Ends: Complex conditions (See Below)

Reward: Varies (See Below)

Maul is a Bandit that lives here in the ruins. He offers your hero some work, and there are many ways that you can proceed once you've encountered the gang. You are given the option to kill a rival gang of female Bandits to the north, kill Pike (a former member of the gang), sweet talk Pike, or a combination of these actions.

Pike is hiding in Cassardis. Look for him along the coastal side of town. You can convince him to return to the gang and offer up his life, or to run off and hide. Sending him back to the gang is a way to get more experience and credit toward your quest.

The Bandits that Maul wants you to kill are way up north, in the Ruins of Heavenspeak Castle. There are ten of them to kill if you want full credit for this side of the task.

Return when you've done at least one thing (talked Pike into coming back, killed him, or slain all of the northern Bandits).

The rewards vary, so here is a summary for all of your options:



ACTION	GOLD REWARD	EXPERIENCE REWARD	RIFT CRYSTALS
Convince Pike	12,000	8,000	20
Destroy all female Bandits	10,000	6,000	20
Kill Pike	3,500	2,000	20
Convince Pike and Destroy female Bandits	15,000	12,000	20
Kill Pike and Destroy female Bandits	12,000	8,000	20

A TROUBLESOME TOME

If you're here on this quest, which you picked up from Steffen in Gran Soren, look inside the castle ruins for the book in question. You don't need to hassle with Maul and his Bandits this time (whether they're alive or dead doesn't make any difference in the quest). To reach the book, follow a broken stairway that leads up to a tower. It's inside the building at the top of the ruins.

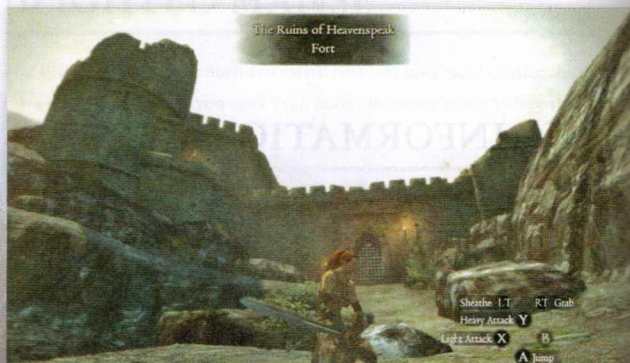
Climb the stairs as far as you can and then jump up the damaged walls to reach the very top. That's where the chest is hidden. Get the Grimoire from inside and bring it back to your contact in Gran Soren.



RUINS OF HEAVENSPEAK FORT

LOOT

- Chests (x3)(In the tower basement)
- Chest (On top of the smaller tower)



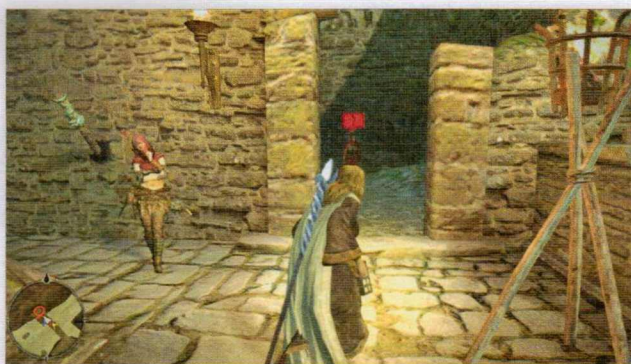
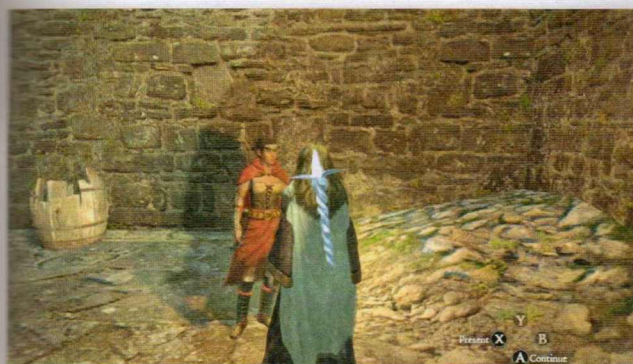
BASIC INFORMATION

Hevenspeak Fort is under the control of female Bandits. You may have seen some of their number in the Cursewood wilderness. They always wear red, and most are rather cutthroat. But, the people who live in the castle are a slightly friendlier bunch. They don't attack you on sight unless you approach their leader.

Ophis, the leader of the group, lives on the lower tier of the fort. She's in a small room across a stone walkway. Save the game before exploring the castle, and load it immediately if you bump into her. Though killing her isn't that big a deal, it's preferable to win her favor instead. Read the description for *Thick as Thieves* to learn how to do that!

As for treasure in the ruins, get into the main tower and head down to the basement. There are a few chests there with some moderate quality loot. You can also head up to the roof for another chest.

The gates of the castle are usually closed. Your hero has to go around a narrow ledge to get into the building. This is a minor impediment, but the ledge gives you full access to the castle and to the wilderness west of the ruins. You only lose time going around. Once you get into the castle, look for the gate lever near Ophis' chamber. You can open the gate before befriending her (just don't walk into her room).



SIDE QUESTS THAT BEGIN HERE

THICK AS THIEVES

Begins: When your hero talks to Betiah (in the courtyard of the ruins)

Ends: If you have dared to feed Ophis' pet Cyclops

Reward: Up to 17,500 Gold, 12,000 Experience, and 30 Rift Crystals

Hevenspeak Fort isn't a friendly place if you have any men in your party. One leader there, Ophis, attacks on sight if you bring any men into her presence. Another leader, Betiah, is a little more easy going, but she still is more interested in parties that have only women along for the adventure.

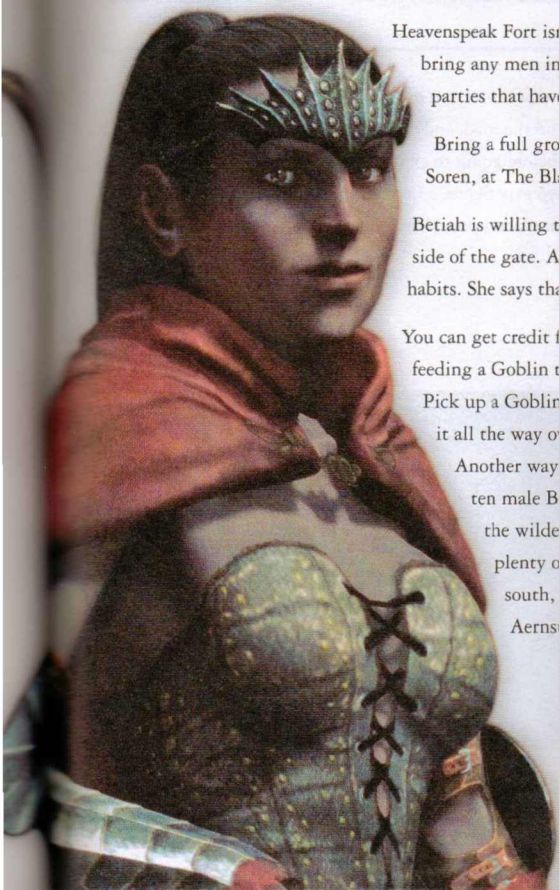
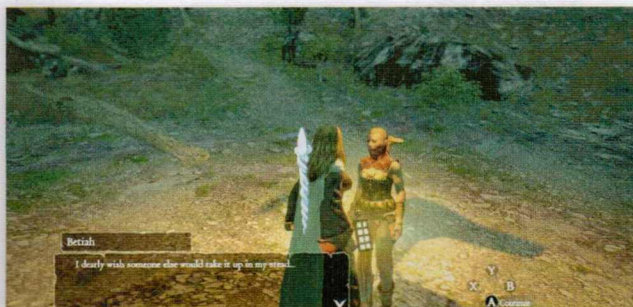
Bring a full group of women, or dress all of your male characters in women's clothing. You can find some in Gran Soren, at The Black Cat.

Betiah is willing to give your people a chance to prove yourselves. Talk to her in the castle courtyard, on the western side of the gate. Accept her quest and talk to Betiah a second time. She gives you a hint about the Cyclops' eating habits. She says that he won't eat anything except Goblin flesh. Hmm...

You can get credit for this quest by feeding a Goblin to the Cyclops.

Pick up a Goblin's corpse and carry it all the way over to the camp.

Another way to succeed is to kill ten male Bandits throughout the wilderness. There are plenty of these Bandits down south, near the Ruins of Aernst Castle.



SEABREEZE TRAIL

POINTS OF INTEREST

- Cassardis
- Encampment
- Unusual Beach

MONSTERS

- Goblins
- Seabirds

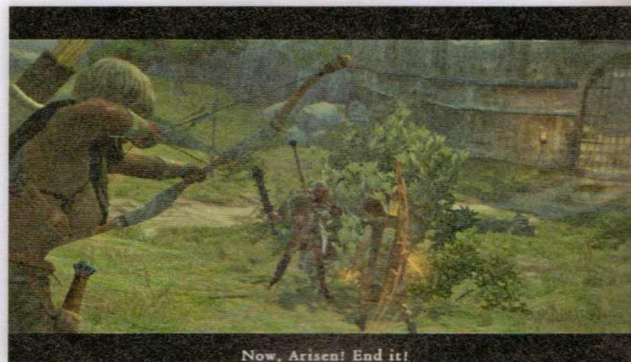


BASIC INFORMATION

Seabreeze Trail is the first wilderness area that you get to explore freely in *Dragon's Dogma*. It includes two settled areas (Cassardis and the Encampment). A road runs between them, so it's almost impossible to get lost even if you're walking around at night without a lantern.

There are Goblins in the hills above the beach. Down by the water there are only occasional Seabirds, and they're no monsters. The darn things fly away at the first sign of danger. The most they're good for is target practice when you have a quest to kill them.

The Goblins are more of a threat, but only so much. They attack in small groups, hassle people on the road, and die with a good arrow to the head. Use them to level up before going to explore elsewhere in Gransys. The easy fighting earns your hero experience, a little bit of money from the chests the Goblins sometimes guard, and poses little to no risk.



SHADOW FORT

First Floor

Second Floor

Third Floor

First Level Underground

A	LOOT CHANCE
Ogre Bone	10%
Obliteratrix	15%
Over-Knee Boots	10%
Restless Earring	5%
Coin Pouch	30%
Argence	30%

B	LOOT CHANCE
Lupine Veil	100%

C	LOOT CHANCE
Coin Pouch	25%
Red Leather Cap	35%
Silver Ring	15%
Scale Greaves	25%

D	LOOT CHANCE
Coin Pouch	35%
Chimera Strategy Vol. 1	20%
Harspud Milk	25%
Jewel of Toxicity	20%

E	LOOT CHANCE
Mushroom Potage	20%
Downcuffs & Cuissees	25%
Chainmail Skirt	25%
Coin Pouch	30%

F	LOOT CHANCE
Surcoat	65%
Scale Coat	35%

G	LOOT CHANCE
Goddess Cameo	5%
Large Coin Pouch	40%
Mushroom Potage	40%
Sobering Wine	15%

H	LOOT CHANCE
Bone Armor	45%
Bandit Stalkers	45%
Barreled Helm	10%

I	LOOT CHANCE
Shadow Fort Lever	100%

J	LOOT CHANCE
Red Leather Glove	35%
Assembled Sleeves	15%
Large Coin Pouch	30%
Cockatrice Strategy Vol. 2	20%

K	LOOT CHANCE
Steel Greatsword	50%
Feather Cape	35%
Happy Cloak	15%

L	LOOT CHANCE
Feather-Light Pelta	15%
Scalding Razors	15%
Red Leather Hood	35%
Grievous Horns	35%

M	LOOT CHANCE
Cyclops Veil	100%

N	LOOT CHANCE
Griffin Strategy Vol. 1	20%
Silk	40%
Stone-Moss Poultice	40%

O	LOOT CHANCE
Bronze Sabatons	70%
Bronze Gauntlets	15%
Direwolf Bow	15%

AREA ENTRANCES

- | | |
|---|--|
| 1 To Devilfire Grove | 8a To The Shadow Fort: First Level Underground |
| 2a To The Shadow Fort: First Level Underground | 8b To The Shadow Fort: First Floor |
| 2b To The Shadow Fort: First Floor | 9a To The Shadow Fort: First Level Underground |
| 3a To The Shadow Fort: First Level Underground | 9b To The Shadow Fort: First Floor |
| 3b To The Shadow Fort: First Floor | 10 To Frontier Caverns |
| 4a To The Shadow Fort: Second Floor | 11a (Small Character Only) To The Shadow Fort: First Level Underground |
| 4b To The Shadow Fort: First Floor | 11b (Small Character Only) To The Shadow Fort: First Floor |
| 5a To The Shadow Fort: Third Floor | 12a To The Shadow Fort: Second Floor |
| 5b To The Shadow Fort: First Floor | 12b To The Shadow Fort: First Floor |
| 6a To The Shadow Fort: Third Floor | 13a To The Shadow Fort: Third Floor |
| 6b To The Shadow Fort: Second Floor | 13b To The Shadow Fort: Second Floor |
| 7a To The Shadow Fort: First Level Underground | 14a To The Shadow Fort: Second Floor |
| 7b To The Shadow Fort: First Floor (Station Room) | 14b To The Shadow Fort: Third Floor |

LOCATIONS

- | | |
|--|----------------------------|
| 15 Slot for Shadow Fort Lever to open Front Gate | 18 Station Room |
| 16 Front Gate | 19 Ballista |
| 17 Ladder to Roof of Station Room | 20 (Small Characters Only) |
| | 21 Commander's Antechamber |

IMPORTANT ITEMS

- 22 Shadow Fort Lever (Opens Front Gate)

WANDERING NPCs

SER LENN

0600-2200: Enters and exits gate
2200-0600: In front of gate

SER ABELL

0600-2200: In front of gate
2200-0600: Enters gate

SER EWART

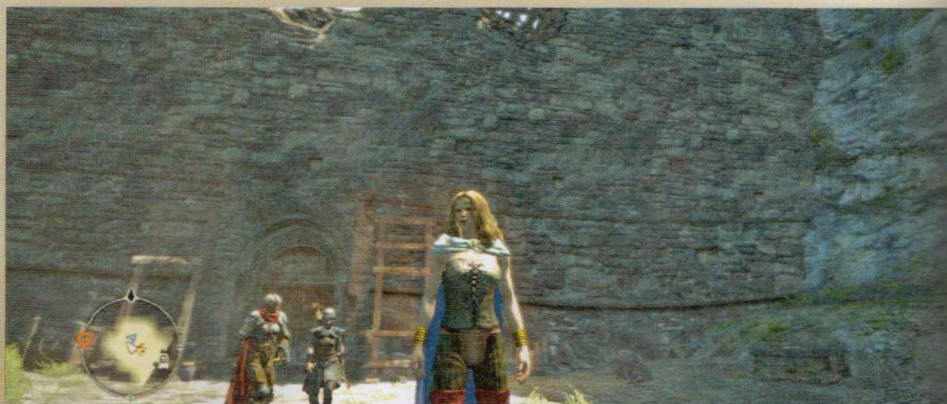
0600-2200: Enters castle gate
2200-0600: In front of gate

SER ROBERT (QUEST GIVER)

0600-2200: In front of gate
2200-0600: Enters gate

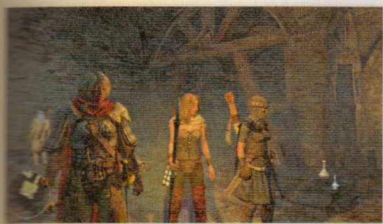
MONSTERS

- Bats
- Cyclops
- Goblins
- Hobgoblins



BASIC INFORMATION

The Shadow Fort is a well-placed fortress that protects the southern areas of Gransys from Goblin invasion. The duke's men have held the area for quite



some time, but probing attacks have weakened it of late. You might be called upon to aid the keep in a time of need. If and when that happens, come with fire. Goblins hate fire, and

there are going to be more than a few Goblins to fight.

You have no reason to explore the Shadow Fort before quests call on you to do so. There isn't much accessible territory to examine at first, because the duke's men don't let anyone through. It's locked up tight earlier in the game. Escort quests frequently ask you to come to the Shadow Fort, but you get credit for stopping outside the gates. There's no reason to poke your head in (except perhaps to satisfy your curiosity).

COMPLETING A FORTRESS BESIEGED

This is the quest, acquired in Gran Soren, which opens the Shadow Fort.

Talk to the guards when you first enter the area, and then continue into the compound. A hole leads from the outside of the fort to a storage cellar on the first floor. This hole is on the western side of the main yard. Walk from there to the end of the tunnel and then jump to the top. Loot the room above if you like, but be ready for Goblin attacks.

Goblins and their Hobgoblin cousins attack once you're inside. Always watch the stairways and narrow corridors that lead between rooms. If you have a sturdy character, block these chokepoints. It's hard for the Goblins to use their numbers against you when you're wedged in a doorframe.



TO OPEN THE GATE

Climb the stairs to the roof of the fortress and fight the Goblins that ambush your people. There is often a sudden attack as you get to the roof, so have a shield at the ready if you're a defensive character. Weaker heroes should send the pawns ahead to trigger the ambush.

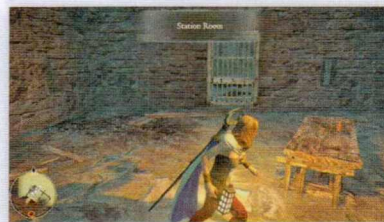
The map has a spot marked as your next objective. A mechanism is there, and it controls the main gate. Goblins don't look very smart, but their appearance is deceptive. They're actually rather clever. The Goblins here have disabled the gate by removing its lever. You need to find it.



The main courtyard is underneath your characters. Two Cyclopes and a bevy of siege weapons protect the area from your advance. Walk back down the steps of the building and leave via the main door. Jumping down causes your party to take too much damage.

A strong team can fight their way through the courtyard, but a clever team can leg it instead! The building with the hidden lever is marked on your map now. Ignore its main door, and instead run to the far side and climb up the ladder as fast as you can.

Jump down through the broken roof and break open the barred door from the inside.



If you choose to fight, hang back near the front gate and lure the Cyclopes over to your party. Fight them where there isn't much ranged support. The farther the brutes have to walk before fighting, the higher the chance they separate.

You can also climb the opposing wall via a ladder and assassinate one of the siege Goblins that are shooting a fiery ballista. Use the siege weapon to try and kill some of the enemies in the yard (or the enemy siege troops across the way).

However you do it, get to the building on the side of the courtyard. Push your way in and slaughter the Goblins in the next couple of rooms. The building proves to be a jail. Kill the Goblin that's occupying the last cell and search both chests in the jail. One holds treasure, and the other has the lever that you're seeking.



Take the lever and leave the jail. Run back to the first section of the fort and get on the roof again. Install the lever and use it.

REINFORCEMENTS HAVE ARRIVED

The Captain and his men come through the open portal in force and attack the Goblins ferociously. Come down and help them kill as many of the creatures as you can. After many have died, the Goblins' leader opens the doors to the northern building.

Keep the Captain Alive

If the Captain is killed during this time, you get partial credit for the quest but fail the greater objective. Do everything possible to keep Goblins and Hobgoblins from getting past the line of defenders during the engagement. They keep boiling out of holes in the courtyard throughout the battle.

Take advantage of this; siege the chieftain's headquarters. Trash the front room and start making your way up to the top of the fort. Another Cyclops protects the roof. His ballistae-wielding Goblins aren't able to help him, even if they're still alive, because the devices can't turn far enough to shoot anyone on the roof behind them.



Kill these pesky foes and then work on the Cyclops when he's by himself. You've already killed plenty of these enemies before, though this one is extremely well armored. He takes many more hits because your weapons bounce off of him so often. Mages are a major boost to your damage output because of that. Melee troops should instead keep the Cyclops on the ground for as much of the fight as they can. He can't do much damage from there.

As usual, attacking the feet is a good way to trip the Cyclops. Always shoot/hack at the same foot so that its shackle breaks and leaves the area unprotected. The armored Cyclops takes longer to kill than most of his kind, but he still dies eventually.



Use the other side of the roof to get back down to the chieftain. He's on the second floor, but the way to his room from the ground floor was already collapsed when your team entered. The only way to get to him now is from the roof. Come down, kill his Goblins and Hobgoblins on the way, and then team up to knock their leader out. He's tough for what he is, but he can't survive a four-on-one encounter. Surround the leader and attack while he worries about your pawns. If he faces your hero, hold him off while your allies eat through his health from behind.



The chieftain stops to gloat once he's badly injured. Listen to his words, and then watch him flee. Talk to the Captain back in the courtyard. Take a second to enjoy your success, and then return to Gran Soren.

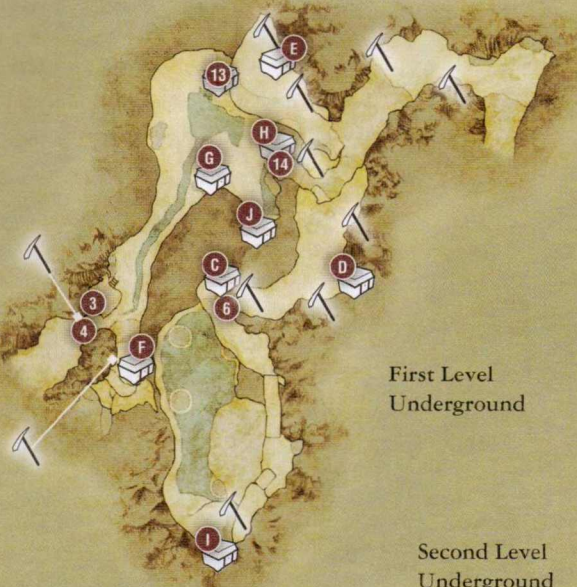


SOULFLAYER CANYON

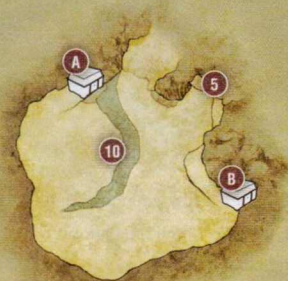
First Floor



First Level Underground



Second Level Underground



AREA ENTRANCES

- 1 To Barta Crags
- 2 Ladder To Soulflayer Canyon: First Level Underground
- 3 Ladder To Soulflayer Canyon: First Floor
- 4 Slope To Soulflayer Canyon: Second Level Underground
- 5 Ledge To Soulflayer Canyon: First Level Underground
- 6 Ladder To Soulflayer Canyon: First Floor
- 7 Ladder To Soulflayer Canyon: First Level Underground
- 8 Slope To Soulflayer Canyon: First Level Underground
- 9 To Cursewood

AREA LOCATIONS

- 10 Leaper's Ledge

MONSTERS

- Cyclopes
- Hobgoblins
- Phantoms
- Snow Harpies
- Spiders
- Sulfur Saurians

IMPORTANT ITEMS

- 11 Fifth Journal Entry
- 12 Saurian Tactics Vol. 2
- 13 Cockatrice Strategy Vol. 1
- 14 Parcels

A	LOOT CHANCE
Terminal Gyre	45%
Almace	15%
Animistic Robe	40%

B	LOOT CHANCE
Triple Tooth	100%

C	LOOT CHANCE
Thousand Strings	15%
Scarlet Cape	35%
Chimeric Half Plate	25%
Crowned Hood	35%

D	LOOT CHANCE
Isis Ring	20%
Ring of Sable	20%
Free-Spoken Earring	10%
Giant Coin Pouch	40%
Banker's Periapt	10%

E	LOOT CHANCE
Steel Beak	100%

F	LOOT CHANCE
Knight's Mantle	20%
Chimeric Gauntlets	10%
Gryphic Cloak	5%
Isometricine	15%
Giant Coin Pouch	50%

G	LOOT CHANCE
Secret Softener	40%
Giant Coin Pouch	12%
Cockatrice Strategy Vol. 1	7%
Goddess Cameo	6%
Argence	35%

H	LOOT CHANCE
Fine Over-Knee Boots	10%
Red Longkilt	10%
Raptor Cuissees	5%
Cockatrice Strategy Vol. 1	10%
Cockatrice Liquor	40%
Giant Coin Pouch	25%

I	LOOT CHANCE
Giant Coin Pouch	40%
Malignance	15%
Caladbolg	15%
Cockatrice Liquor	30%

J	LOOT CHANCE
Giant Coin Pouch	49%
Secret Softener	16%
Argence	35%

K	LOOT CHANCE
Giant Coin Pouch	40%
Free-Spoken Earring	10%
Golden Ring	5%
Liberating Brew	25%
Harspud Juice	20%

L	LOOT CHANCE
Fifth Journal Entry	100%

M	LOOT CHANCE
Giant Coin Pouch	40%
Plain Longbow	15%
Bastard Sword	15%
Saurian Tactics Vol. 2	30%

N	LOOT CHANCE
Giant Coin Pouch	40%
Chimeric Armet	7%
Arm Crest	4%
Salubrious Brew	30%
Liquid Vim	19%

O	LOOT CHANCE
Secret Softener	30%
Bespoke Longbow	15%
Fluted Bow	15%
Master's Merle	15%
Evil Eye Strategy Vol. 2	25%

P	LOOT CHANCE
Giant Coin Pouch	15%
Rex Lion Padding	30%
Sage's Robe	35%
Staminal Drench	20%

BASIC INFORMATION



Soulflayer Canyon has two entrances: one in the east, and one in the west. You're more likely to find the eastern entrance first while exploring Cursewood. The dungeon acts as a moderately useful shortcut

between these areas, making it easier to jump over to Greatwall as opposed to walking through the mountains.

Coming through the eastern entrance, you are quickly beset by snow Harpies. They befoul the dungeon and are a common sight. Walk to the edge of a great pit and look around. There are herbs to the right, and a rickety ladder leading down.



Spiders are below, and more Harpies are watching. Use ranged attacks to keep the skies clear. You can't afford to be picked up in this area because your hero might end up falling way too far after breaking free.

Protect your team while crossing the bridge below and listen for the growl of Saurians. The ones at the bottom of the route are Sulfur Saurians. They're tougher, deal more damage, and have Phantoms nearby to support their attack. Hold back to keep the Phantoms out of the fight. Pound the Sulfur Saurians with knockdowns and ranged attacks, and then deal with the Phantoms.

Look for a cave of Hobgoblins on the other end of the great ledge. It's somewhat hard to see, but there isn't anywhere else to go. Potions, mushrooms, and common loot are all over the den.

The tunnel opens again, and more Phantoms wait. Take your time and fight near the mouth of the tunnel. The Phantoms don't maneuver as well, making



them easier to hit. Also, cluster your pawns so that no one gets picked off by their possession attack. Slap anyone out of it if the Phantoms latch on, otherwise you're going to lose a pawn!

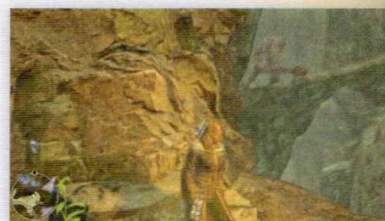
Loot the chests in the open area and then climb a ladder across from your tunnel. More Snow Harpies attack at the worst time. Once they're triggered, you can climb back down to fight them in the open. It's easier than dealing with them while you're on the ladders!

A chest is on the narrow ledge above your position. Loot it and continue climbing to the top of the room. There are even more Snow Harpies and Hobgoblins to kill at the summit. They guard a chest with the Fifth Journal Entry.



Don't fight near the edge of the pit. There are too many ways to fall in and die. Get around to the rear of your enemies and force them into the pit instead.

The path soon divides. A northern split lets your group out from the western exit of the dungeon. Do that if you want a breather or are simply passing through Soulflayer Canyon to get to the west.



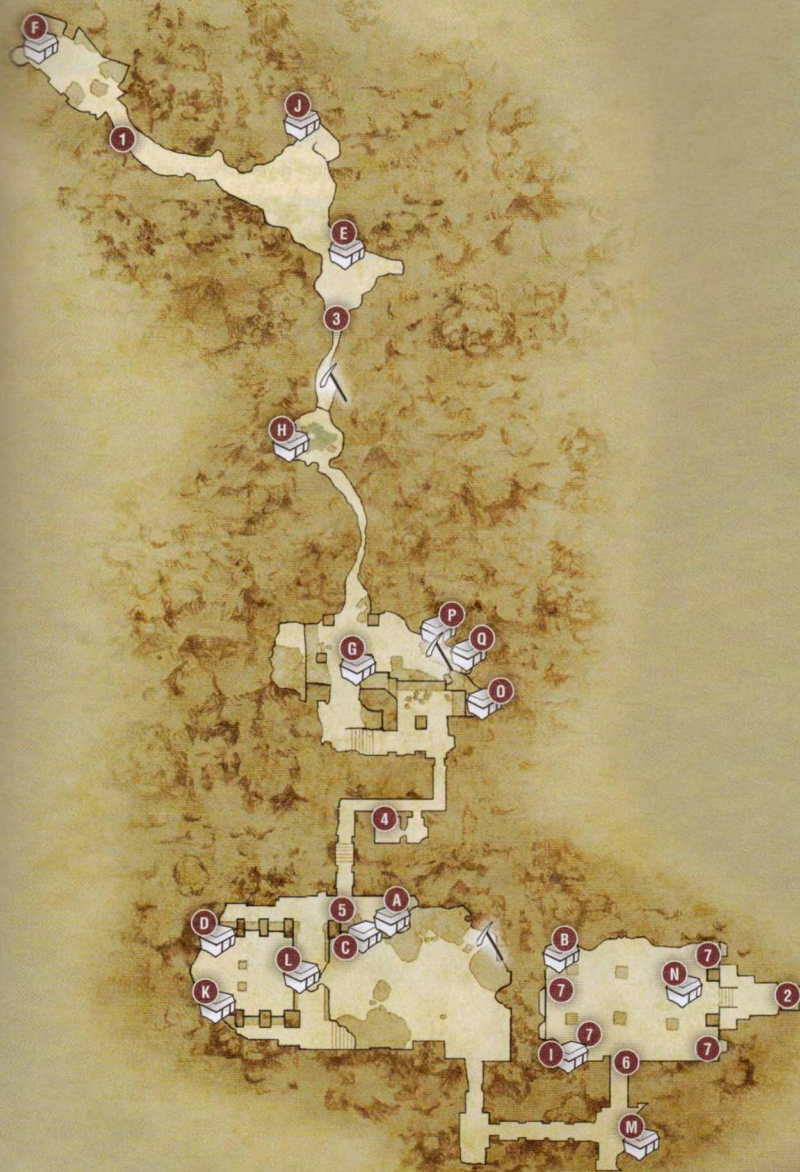
The other path extends onto a rocky bridge where a Cyclops guards the way. Kill all of the Harpies and Hobgoblins before stepping foot onto the bridge; you don't want additional hazards while fighting the Cyclops!

Ranged attacks are a godsend yet again. Hit the Cyclops from a distance and either force him all the way to your cave (where it's wider), or kill him where he stands. It's win-win for you.

The remainder of the northern route just takes you back to the eastern entrance. This is a quick path with a couple of chests, but it's sadly a one way trip. Going from west to east is several times faster than the reverse. That's just something to keep in mind if you're heading back to the capital from the western lands.



TAINTED MOUNTAIN TEMPLE



FORAGED ITEMS

CATEGORY	NAME
Grass	Greenwarish
	Bringbout
Herbs	Gransys Herb
	Wintry Herb
Flowers	Lava Flower
	Rock
Ore	Pretty Stone
	Copper Ore
	Silver Ore

CATEGORY	NAME
Ore	Gold Ore
	Fuligin Ore
Books	Draconian Strategy Vol. 2
	Flammica
	Imperial Acid
Other	Silk
	Argence
Equipment	Tattered Mantle*

*In Grand Hall

MONSTERS

- Geo Saurian
- Gorechimera
- Hell Hounds
- Spiders
- Succubi

AREA ENTRANCES

- 1 To The Greatwall
- 2 To The Tainted Mountain

AREA LOCATIONS

- 3 Path to Dragon's Domain
- 4 Holding Room
- 5 Temple Antechamber
- 6 Grand Hall
- 7 Pressure Plate

A	LOOT CHANCE
Tagilus's Miracle	35%
Royal Cuissees	3%
Purple Longkilt	2%
Veteran's Arc	15%
Foreign Medicament	45%

B	LOOT CHANCE
Leather Ocreae	3%
Superior Cuissees	2%
Dark Over-Knee Boots	2%
Galvanic Razors	15%
Giant Coin Pouch	40%
Harspud Sauce	38%

C	LOOT CHANCE
Argence	40%
Cardinal Surcoat	3%
Crimson Robe	2%
Divine Surcoat	2%
Algid Bloom	15%
Salomet's Secret	38%

D	LOOT CHANCE
Light-Cure	33%
Meloirean Plate	3%
Royal Surcoat	2%
Steel Cuirass	2%
Ardent Will	10%
Jewel of Silence	30%
Font of Constitution	20%

E	LOOT CHANCE
Alchemickal Bangles	3%
Meloirean Armguard	3%
Steel Gauntlets	2%
Steel Nut Salve	42%
Harspud Sauce	25%
Balmy Incense	25%

F	LOOT CHANCE
Argence	48%
Steel Sabatons	4%
Meloirean Greaves	4%
Decoction of Bandilli	24%
Cleric's Incense	20%

G	LOOT CHANCE
Lancer's Sword	100%

H	LOOT CHANCE
Orilux Shield	15%
Gimble Gyre	15%
Iron Bandings	70%

I	LOOT CHANCE
Salubricus Brew	32%
Coupled Headgear	3%
Sultry Cowl	3%
Rousing Incense	34%
Warlock's Incense	28%

J	LOOT CHANCE
Gryphic Cloak	45%
Feral Cape	25%
Royal Mantle	20%
Dignified Cape	10%

K	LOOT CHANCE
Interventive	30%
Archwizard's Helm	3%
Autumn Hood	2%
Laurel Circlet	2%
Pleached Limbs	15%
Peppermint Seed	28%
Balmy Incense	20%

L	LOOT CHANCE
Panacea	20%
Greenwarish	35%
Liquid Vim	20%
Harspud Juice	25%

M	LOOT CHANCE
Panacea	20%
Greenwarish	35%
Liquid Vim	20%
Harspud Juice	25%

N	LOOT CHANCE
Meloirean Helm	60%
Steel Sallet	25%
Almage	15%

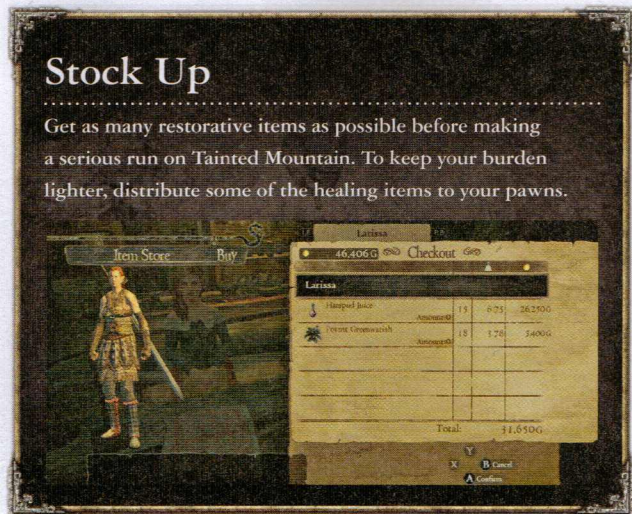
O	LOOT CHANCE
Black Leather Gloves	55%
Assassin's Armguards	30%
Darkened Gloves	15%

P	LOOT CHANCE
Lamellar Jacket	50%
Archer's Culottes	40%
Sultry Pareo	10%

Q	LOOT CHANCE
Golden Belt	100%

BASIC INFORMATION

The Tainted Mountain leaves everyone with a feeling of dread. Your pawns start doing the “We’re at the end of our journey” talk, and that tends to be cause for concern. And, indeed, the monsters here are some of the fiercest in all of Gransys. Dying is always a possibility.



Before you’ve walked far down the initial path, a Geo Saurian attacks. These lizards have so much health that even a single one of them takes a while to kill. Have your group keep the geo Saurian knocked down the entire time. They don’t weigh much, so that’s not hard to do if you have any decent melee folks.



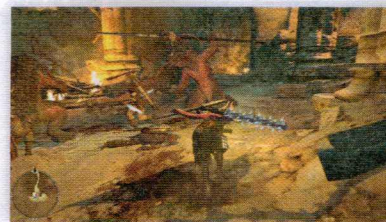
Turn toward the next cave and go inside. A new type of Harpy is there. They are called Succubi, and they’re still flying monsters that rely on dodging and disabling your party. Knock it out of the sky and beat the beast down. Succubi, though stronger than Harpies, are still awful on their own. They need a pack to be a real threat.

More Succubi and Geo Saurians are below. As long as you advance slowly, there aren’t many things to fight at the same time. Lure the creatures back to your group and maintain the four-on-one advantage as long as possible.



THE DRAGON’S DOMAIN

The path eventually opens into a wider cavern. A passage to the east leads to a pit. Grab the contents of a chest from there, and then return to the main room.



A trio of Geo Saurians blocks the primary exit.

They’re sleeping, and you can still vanquish them as long as you don’t take up much space while fighting each one. If you have a melee weapon, use heavy attacks from the rear to sever their tails early on. Due to the creatures’ high health, anything that you do to expose them to more damage is worthwhile.

The larger room ahead is guarded by a flock of Succubi. Kill them before descending to the lower part of the chamber. There are new enemies below and you don’t want to fight everyone at once. Kill the Succubi near the top, and then use the area on the left to get down. Hell Hounds stalk the floor. They fight like Wolves, but have massive damage potential. Protect yourself against fire, if you have the means (e.g. Fire Affinity, accoutrements with fire resistance), and use attacks with high burst damage. Though powerful, Hell Hounds have relatively low health and can be slain before they spew fire all over your party.



Should you have problems, attack individual Hell Hounds so that you knock their damage out of the fight as soon as possible. The smaller the pack, the easier it is for your healers to keep up with incoming damage.



THE GRAND HALL

A hall bends through the southern reaches of the area, connecting the previous antechamber with the Grand Hall. Spiders cover the floor of the hallway but do little to impede your progress. However, that sound ahead is something large. Something quite fierce. Recall the fight that the first hero had in the beginning of the game? It was in the next room, with a Chimera.

Well, now it's your hero's turn, and the Chimera is bigger and meaner than ever. As soon as your party enters the Grand Hall, this Gorechimera attacks.

THE GORECHIMERA

Stats

ATK	DEF	MAGICK ATK	MAGICK DEF
1,400	360	250	300

This Chimera has more health than the ones you've mastered in the wilderness. Its debilitations are more severe, including Sleep, but the tactics it uses in battle are much the same. Because of this, your party's tactics shouldn't change much either. Just accept that the fight takes longer and uses more of your resources.



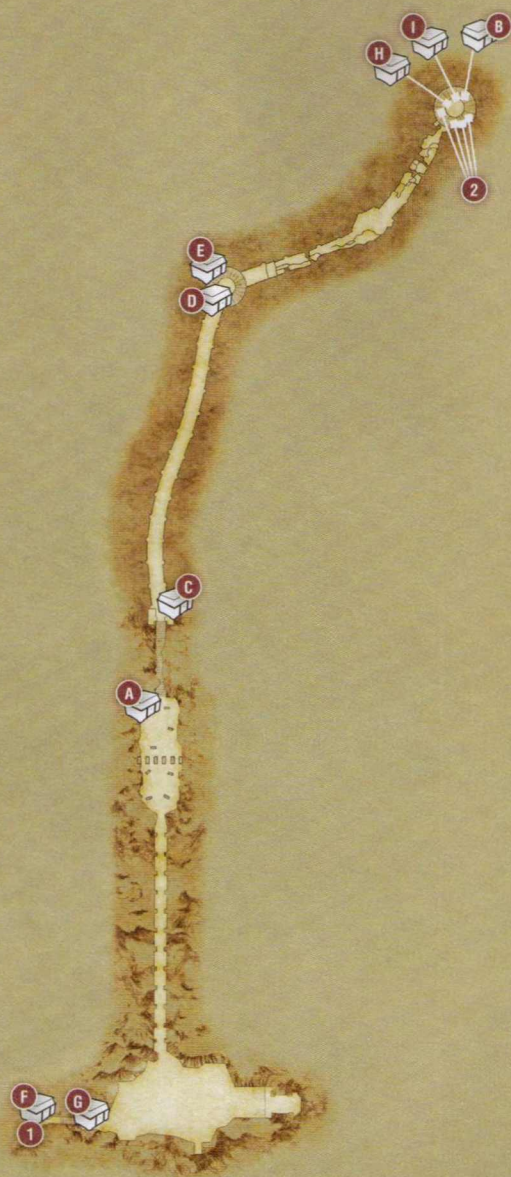
Have your hero bring down the serpent head first. That makes it easier to do damage to the Gorechimera, and it's not hard to do. Jump on the creature's backside, slam it until the head pops off, and then switch to either ranged damage or knockdown duty. The lion's head is the most vulnerable spot for damage after that, and any time the creature trips, you should be on it in a flash. Force the Gorechimera down by attacking its legs and flank.

Use herbs to restore lost health if your hero gets in trouble. As long as you brought a good supply of these items, there's no reason not to use them.

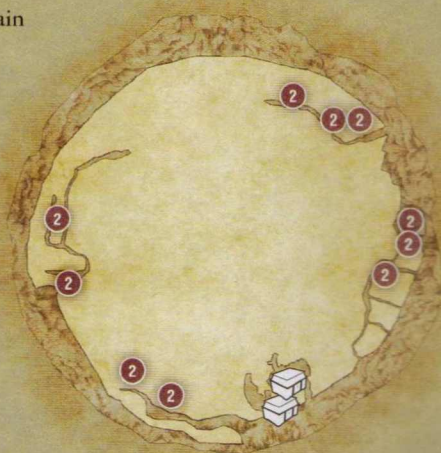


Search the room for treasure when the fighting ends. There are **two chests to loot!** To proceed, have your people stand on the **pressure plates** near the door. The door doesn't open until both of them have been fully locked in place. Step **through the door** into the Tainted Mountain Temple!

TAINTED MOUNTAIN



Mountain Peak

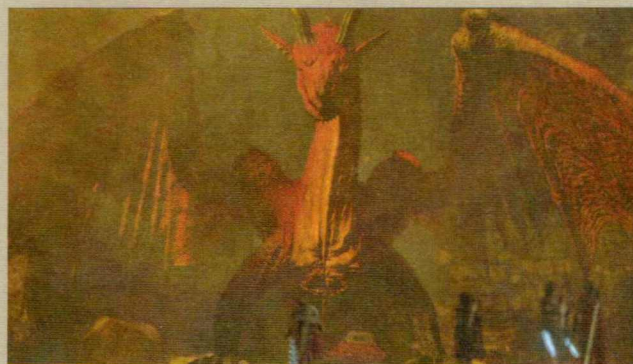


AREA ENTRANCES

- 1 To the Tainted Mountain Temple
- 2 Ballista

MONSTERS

- The Dragon



BASIC INFORMATION

There's a very big Dragon here. But you're faced with a lot more than a titanic foe. The first test is what you plan to do about the situation itself. This Dragon is not a mindless beast; it has a cold and calculating mind. You have to listen to its sinister offer and ponder the outcome carefully. Both of the paths offered have great consequences for all of Gransys. Don't rush to choose until you've really thought about your decision.

A	LOOT CHANCE
Molten Boots	100%

B	LOOT CHANCE
Champion's Bangles	100%

C	LOOT CHANCE
Ring of Argent	100%

D	LOOT CHANCE
Flame Skirt	100%

E	LOOT CHANCE
Dragon Hide Bracers	100%

F	LOOT CHANCE
Dragon's Den	14%
Angel's Sanctum	14%
Stalwart Bow	14%
Noble Limbs	14%
Herald's Helix	14%
Dragon Band	14%
Flame Skirt	14%
Dragon Knight's Helm	2%

G	LOOT CHANCE
Crossed Cirqueadea	14%
Threaded Cudgel	14%
Saving Grace	14%
Cyclops Sigil	14%
Chilling Razors	14%
Unfettered Claw	14%
Solar Providence	14%
Dragon Knight's Cloak	2%

H	LOOT CHANCE
Stalwart Earring	100%

I	LOOT CHANCE
Dragon Band	100%

THE CALL OF ACTION

Spoiler Alert!

The Call of Action represents the culmination of the main storyline. If you wish to avoid spoilers, avoid reading the information below until you are ready to complete this quest.

If you believe in human will or think that no one should be sacrificed, this is the right thing for you to do. You may even be angry at the Dragon for what it's done and don't wish to enter a devil's bargain with it. No matter. It's time that you make your voice heard!

Approach the Dragon and answer its question with a "Yes." After a brief scene, you must flee the cavern. Let's call it a tactical withdrawal. Follow your pawns and dodge to the side to avoid the collapsing pieces of the ceiling.



THE DRAGON

Stats

ATK	DEF	MAGICK ATK	MAGICK DEF
1,250	280	600	280

When you reach the side chamber, break into a full sprint straight down the corridor. Don't stop for anything while the Dragon pursues you. Only stop when the creature overtakes your hero. Hide under the Dragon's head and take free attacks as long as you're able.

Eventually, the Dragon tires of this and breaks into the next room. Follow it and help your pawns engage the creature. Watch your pawns' Health so that you can aid them if they fall. You don't want to lose anyone here because their skills and damage are quite necessary for beating such an incredible foe.



If you helped Steffen (in *A Troublesome Tome*), he'll show up in the middle of this encounter. His magical attacks help considerably. The fight is winnable with or without him, but extra firepower is always welcome.

A Moment's Respite

Search for treasure at the other end of the bridge. The tower is safe, for now, and the items you find are quite powerful. Put them on if they suit your hero, or give them to pawns that could use the upgrades.

Climb the tower and come out on the upper side of the building. Run toward the next tower, across another section of stonework. The Dragon doesn't use its fire this time but instead crashes onto the platform. Stay under its head and score a few return shots. As soon as it takes off, proceed to the tower.



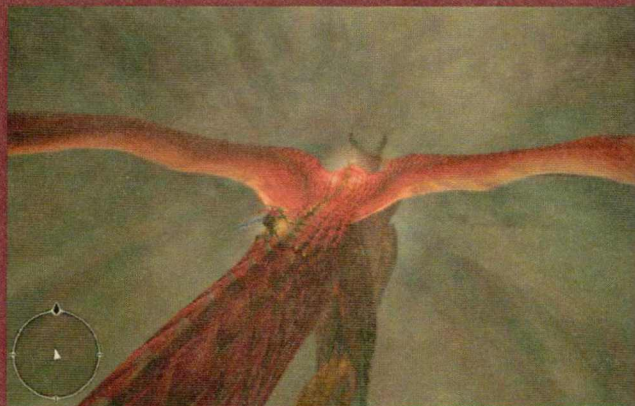
Take the Shot

Climb again, and use the ballista at the summit. Fire them at your quarry as many times as necessary to wound it before the Dragon strikes! You don't need to lead the attacks very much; the ballistae's bolts fly fast and true, so aim almost directly on top of the Dragon.

If you score a hit, a scene plays.

Attack Its Heart

When you continue, your hero is on top of the Dragon, fighting to cling to its scales. Climb along the length of the creature's body. Shake the control stick quickly if your hero loses balance; this happens several times as you try to climb toward the glowing heart of the Dragon. You can see the shining energy of the monster's heart, and that is your target.



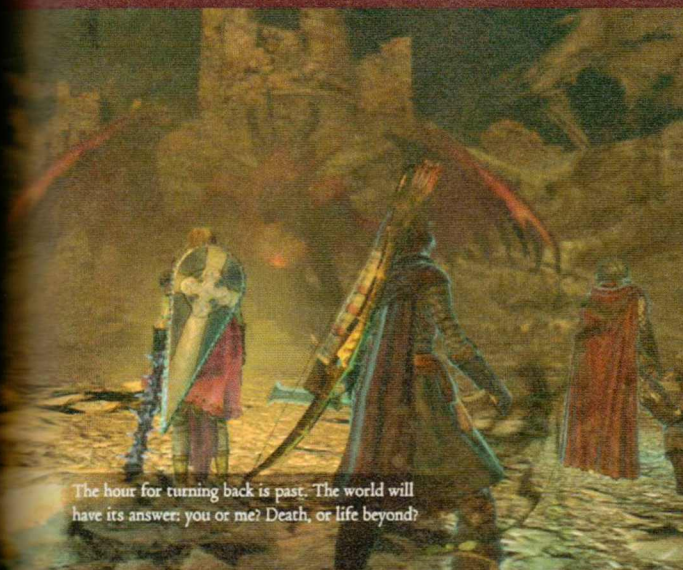
Stop when you reach the area just above the glowing energy and strike at it. When thrown, shake the stick again to survive, and watch your hero's actions.

The Battle Resumes

Your pawns join you again on the ground, where the Dragon waits. Close the gap but do not charge the Dragon head-on. Sprint to the side before coming closer so that you can avoid the sweeping breath attack that is about to cover the area.



Once you're close to the Dragon, target its heart directly. There is nothing on the monster's body that is vulnerable to nearly the same degree. Each hit to the heart is noticeable! Strike it enough times and the Dragon falls over, temporarily weakened. Get around to its front and use the best attacks and spells to devastate the enemy during this period.



The Dragon doesn't tolerate this for too long. When it rises, the creature flies into the air and lands on a pillar of stone. Climb on the ledges northwest of the Dragon's position. A few ballistae are up there. Use them to stop the Dragon from hiding there. Attack with the explosive shots if you're extremely certain of a hit (like when the Dragon is still on the tower). Switch to normal bolts as soon as the Dragon takes off.



Keep firing bolts into the Dragon as it flies around. Ballistae attacks are the only way to bring the creature down from the sky. As soon as it falls, leave the ballista and come back into close range with the Dragon. This sounds foolish at first, but know that your enemy is not an idiot. He soon destroys the ballistae using magick. Your hero takes brutal damage if that hits, and the ballistae don't survive the impact anyway (so you'd lose your weapon).

It's better to race into the heart of danger and strike at the beast's chest once more. Several good-placed blows knock the Dragon over again. Hurry to the front, wait on the heart, and start practicing the timing of these stuns. The Dragon lifts itself every few moments. You can time attacks to get full combos off between these lifts and then switch to jumping attacks, ranged blows, or other spells afterward.



This pattern repeats until the Dragon's health is fully depleted. Keep your hero's Health high, and press the attack. In time, victory will be yours.

Killing the Dragon concludes the main story, but you have the option to continue the legend of the Arisen. When the credits close, you return to Cassardis. There are new quests to explore, including *A Warm Welcome*. That quest is a continuation of the events that just took place.

THE COMPROMISE

If you choose not to fight the Dragon, the screen goes white and a scene plays. Your game ends soon afterward, and you won't have the chance to save. It's entirely possible to watch this scene and then "Retry" so that you can watch both endings.

VERDA WOODLANDS

POINTS OF INTEREST

- Bloodwater Beach
- Conqueror's Sanctuary
- Healing spring
- Traveler's Camp

MONSTERS

- Cyclops
- Goblins
- Hobgoblins
- Phantoms



BASIC INFORMATION

Verda Woodlands covers a large chunk of southwestern Gransys. From its name, this sounds like a forested area, but that's somewhat of a misnomer. Verda Woodlands includes forested territory, some open plains, and even hills on its western edge.

Fighting is commonplace while exploring the area. Goblins and Hobgoblins are the most common attackers, though nighttime explorers are going to stumble across Phantoms as well. They're immune to physical damage, so avoid this section at night if you don't have good casters.



TRAVELER'S CAMP

You don't find much in the Traveler's Camp; it's an abandoned tent that's up in the hills above the Conqueror's Sanctuary. You can't loot much treasure there, and nobody is staying there either. It wouldn't be good for their health if they did; the Goblins have completely taken the region.



Still, coming here once is good for explorers and achievement hunters. Every location that you find counts toward the three exploration Trophies/Achievements.

HEALING SPRING

The Healing Spring on the western side of the woodlands is extremely useful for travelers. There aren't many places to relax in southwestern Gransys, with the Rest Camp of Devilfire Grove being the only other option. The Healing Spring is free, and it's fairly close to areas with a heavy monster presence. Come here after battling Cyclopes and Hobgoblins, or even the Drake in the grove.



CONQUEROR'S SANCTUARY

A large clearing in southwestern Gransys has been seized by Goblins and their larger allies. This location is called Conqueror's Sanctuary, and it looks like a crude gladiatorial pit, which is almost what it is! The Goblins mercilessly attack anyone who tries to come through the valley.



There are multiple escort quests to take people through the sanctuary and onward to Bloodwater Beach, so you have to clear this place out a few times. The worst of it is that you can fight as many as two Cyclopes here at the same time. They attack along with any Goblins that are nearby, making it quite hard to win the day. That's even nastier if you're trying to protect an escort as well.



It's better to come here ahead of time, kill the Cyclopes and then run the escort missions right afterward. The Goblins come back quickly, but the big guys don't. They take much longer to reappear.

While doing this, climb the southern hill and trash anyone who is using the ballistae up there. Those siege weapons do high damage and make it hard to pass through the valley without getting your people hurt. If there are still enemies below when you're up there, use the ballistae for some target practice. Fun, fun!



Or, you can save before coming into the sanctuary and reload instantly if one of your escorts isn't going to make it. That's a faster method, but it's a bit more stressful too. You make the call!

BLOODWATER BEACH

Bloodwater Beach is a little slice of sand in the middle of nowhere. Though a couple people ask you to take them there, it's otherwise quite unremarkable. There aren't any monsters in that exact area, and there isn't any impressive treasure either.



Getting to Bloodwater Beach is the only tricky part of the affair. You have to get to southwestern Gransys. From Cassardis, this means walking north up the road, west into the general area, and then fighting through Conqueror's Sanctuary in the far west. Gran Soren travelers can cut through the Ancient Quarry to save time and make it to the beach at least as quickly!

VESTAD HILLS

POINTS OF INTEREST

- Eradication Site
- Ruins of Aernst Castle
- Witchwood

MONSTERS

- Bandits
- Goblins
- Hobgoblins
- Saurians
- Wolves



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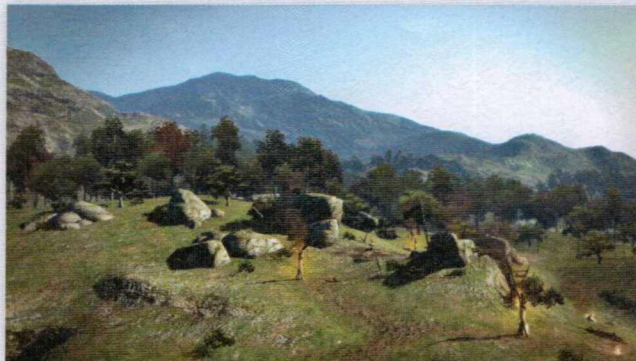
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LOCATIONS

- 11 Locked Door (Needs Watergod's Altar Key)
- 12 Slot needing Watergod's Altar Lever (Lowers wooden bridge)
- 13 Offering Chamber
- 14 Pressure Plate to lower water level
- 15 Water's Bottom

MONSTERS

- Bats
- Cyclops
- Rats
- Saurians
- Skeleton Knights
- Skeleton Mages
- Skeletons
- Specters
- Sulfur Saurian

IMPORTANT ITEMS

- 16 Watergod's Altar Key (From Cyclops in Offering Chamber)
- 17 Watergod's Altar Lever
- 18 Altar Slate
- 19 Altar Slate
- 20 Altar Slate
- 21 Altar Slate
- 22 Altar Slate



BASIC INFORMATION

Until you're sent to Watergod's Altar for a quest, this dungeon is easily missed. It has an extensive amount of treasure, but the place is so out of the way that your party passes it without noticing anything.



A fair portion of the dungeon can't be unlocked until you complete several steps. We take you straight through the dungeon to make it easier to understand.

The dungeon is located in the valleys beneath the Mountain Waycastle. That's the closest landmark in the wilderness. Start there and explore the Goblin-infested regions below. One of the small western valleys leads over to a waterfall. Watergod's Altar is there, beside the falls.

THE ENTRYWAY

Walk down the natural cave that leads into the dungeon proper. Bats attack, so stop to kill them before you continue. Look for herbs along the sides of the tunnel because this dungeon has quite a few of them to gather.

When the passage divides, take the route on the right (the tunnel ahead soon comes to a dead-end). Kill Rats in a small storage room and walk a bit farther north until you reach a junction. The small rooms to your west have Skeletons and treasure. There's a tidy stash of money there, so rush into the rooms and kill the Skeletons while they're rising. You can destroy almost the entire group before they have a chance to defend themselves.

The main route has another junction just a bit farther north. This one is strange because there are ladders everywhere, a switch to pull, and a murky pool of water ahead. You need to find a lever before you can use that switch.



FINDING THE LEVER

Take the western ladder down into the darkness. At first you only hear Bats in the shadows below, but many Saurians are close by. Sever their tails with heavier weaponry, or hold back and kill them at range with fire and missile weapons. A door opens after the first group falls, and another cluster of Saurians comes forward.



Trap them in the doorway to their chamber. They can't attack together, making it easier to hit them with area of effect weapons while defending your group from their strikes.

When they're all dead, search the room that they were guarding. You uncover more treasure, including gold and a number of chests. One of those chests has



the Watergod's Altar Lever. Take it and bring it to the main floor above. Attach it to the switch and use that to create a bridge. Your group can now cross the water to the north.

WATER'S BOTTOM AND THE OFFERING CHAMBER

Ranged weapons and spells are a boon in the next room. Saurians and Skeleton Mages are the defenders of the chamber. They are all tough to kill because your party has to fight on narrow ledges. If anyone is knocked off, they immediately plunge into the water below and then return to the beginning of the room.

The easiest tactic is to hold back and use ranged attacks until everything is clear. Otherwise, you have to jump across the gaps to reach the Skeleton Mages and kill them. Attacks that knock enemies around are quite effective because you're able to throw enemies into the water. Do this if any of them are being troublesome.



To pass through the room, take the western path around the edge of Water's Bottom. That gets your people into the Offering Chamber. If you're working on *The Watergod's Altar* for Ser Maximilian, that is where you find Brother Jean. The room also has a bit of a Cyclops problem. He's of the unarmored variety, so it isn't too hard to kill him. There is plenty of room to maneuver, so hold back and fight defensively if you're having trouble.



Loot the room's treasure chests and then retreat.

There isn't much more to do here at this time. The water levels are too high for you to explore the side tunnels.

LOWERING THE WATER LEVEL

It seems like there's still a huge number of rooms in the dungeon that you can't reach. Let's do something about that!

When you kill the Cyclops in the Offering Chamber it drops a gem called the Watergod's Altar Key. Head back across the bridge you lowered and head east to a wall that has a socket in the middle of it. Use the Watergod's Altar Key here to open the way!

No Key, No Problem!

If you haven't yet faced the Cyclops, it is possible to proceed without the key. A pressure plate on the eastern side of the ruins lowers the water level. You reach it by jumping east from the northern side of the bridge. Start at the entrance to Water's Bottom and look east. There's a ladder over there. Sprint toward the gap and leap toward the ladder at the last moment. Your momentum carries you all the way to an otherwise inaccessible room. Loot a chest to the side and then jump across another gap to the south.



There are Bats and a Sulfur Saurian in the next room. Fight them by attacking the Saurian from behind until his tail comes off. He's easy to trash after that. The bats are a joke to your party by this point. Loot the room's lone chest and take the stairs that lead down.

Another Sulfur Saurian tries to stop you; he's having a laugh. Kill him in the stairway or lead him back to the top. There is a huge fight in the next room, and you don't want to drag the Saurian in there.

The stairs take your group into a room of dirt and herbs. Though the place is clear initially, stay on your guard and use "Assist Me" to get the pawns interested in buffing the party. Fire or Holy Affinity help quite a bit in the next fight.



Skeleton Knights and Mages claw their way up from the dirt around your party. Stay close to your pawns so that the Skeletons can't swarm any single member of the group. Attack the casters first because they're easier to kill and can hit your people from long range, making it harder to protect everyone.

Loot the dirt room and look for a small side passage. It ends with a pressure plate. Step on that to drain the dungeon's water levels. An entire lower floor is now exposed!



SEEING ALL THERE IS TO SEE

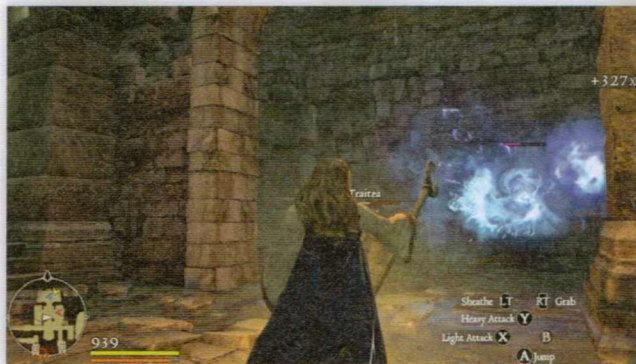
Climb the stairs and use the northern exit to reach the new basement. Those stairs were flooded just a moment ago, but now they take you into a series



of large rooms. Undead creatures (including Skeleton Mages and Specters) fill the halls.

Take the fight slowly and watch to make sure that no one is being possessed. Smack any Specter that latches onto your characters, or walk over to your pawns if your hero is snagged. They smash the Specter off of you before death sets in.

Kill everything before you search for loot. The side chambers and chests get you a huge amount of treasure, and there are special slates to gather as well. These are needed if you're working on *The Watergod's Altar* (for a later stage of the quest).



When you're done looting the lower floor, take the northwestern exit. A Cyclops is there, on some ledges that look out over the water. Fight him or lure the creep over to the edge and push him into the water, which gets you an automatic kill and full experience.

The tunnel ends with a ladder that takes you back up to the Offering Chamber. You can leave the dungeon or continue exploring. In all, there are five Altar Slates, and you want to get them all (at some point).

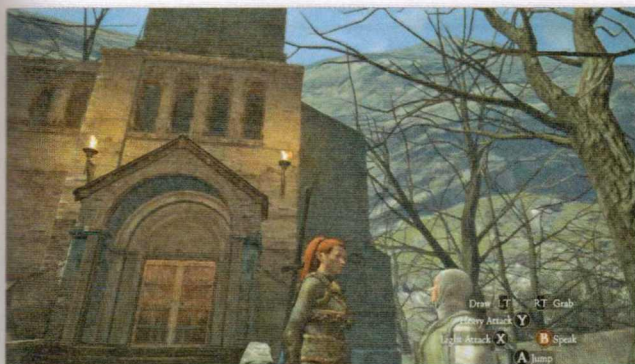


WILTED FOREST



ABBEY

The Abbey is a small point of solace in the middle of the wilds. West from Gran Soren, the people who worship here decided to build a temple that was really out of the way. They don't have any goods or services to offer, so you don't need to come here often. It's more of a place to visit, look around, and then leave.



Not far away, to the northwest, there is a really beautiful waterfall. Some escort quests take you out in that direction, so make sure to discover both sites if you're already in the area.

If your party loses a pawn while fighting in the woods, come to the Abbey. There is a riftstone in front of the building, and you can regroup and get your pawns back up to speed.

POINTS OF INTEREST

- Abbey
- Prayer Falls

MONSTERS

- Deer

BASIC INFORMATION

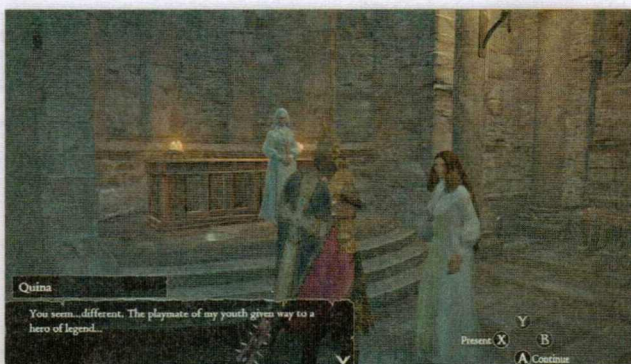
The Wilted Forest is a pleasant part of the Gransys wilderness. There aren't many enemies there, and you can get in some great sightseeing. Deer are more common than monsters, and you occasionally bump into treasure chests that are unguarded. Herbs are also plentiful!

TALENT IN BLOOM

Begins: Talk to Quina at the Abbey (If you've already escorted Quina to the Abbey and after meeting the duke)

Ends: When you give a flower to a person of your choosing

Reward: 15,000 Gold, 10,000 Experience, and 30 Rift Crystals



If you completed *Venture Forth* and took Quina to Prayer Falls, she stays at the Abbey afterward. Seek her there after meeting the Duke, and agree to help with her healer training. She gives you a flower and asks you to find someone to take it before it wilts. You get credit for giving the flowers to anyone special, and you improve your relationship with the target individual.

It's even possible to give the flower right back to Quina (for a full reward). This is the fastest option, and it's doubly useful if she's a person that you'd like your character to get closer to.

If you take more than two days to find someone to give the flower to, then don't go back to Quina. This causes the quest to fail. At that point, the only way to succeed is to hope that one of your pawns eventually comes back from another world with a non-wilted version of the flower. Good luck!

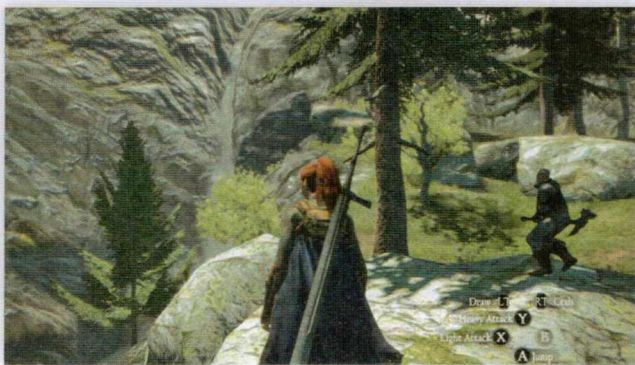


A PARTING GIFT

Begins: At the Abby after you've finished Talent in Bloom and before you accept Deny Salvation

Ends: When you get Clarus a Pilgrim's Charm

Reward: 10,000 Gold, 6,000 Experience, 20 Rift Crystals, and a healing item



Visit Quina and Clarus at the Abby. Clarus is man of the cloth. He wants a Pilgrim's Charm, and you are just the hero to get it for him. You can find one free of charge out in the Catacombs, but these can also be purchased from Fournival in Gran Soren, and that's a very quick way to snatch some experience. It's all about your party's current finances.

If you go to the Catacombs, look for Quina there. You get the option to send her away or to escort her through the dungeon. Raise your affinity with her by escorting her through the area.

After you get the charm, bring it back to Clarus. The rewards for the quest vary slightly. You get twice as many healing items if you take the time to escort Quina. The experience and gold that you receive aren't affected.

PRAYER FALLS

Prayer Falls is on the western edge of the Wilted Forest. It's a section of water that descends into the north-running river that marks the end of the woods. Monsters to the west are much stronger, so be careful not to take an inexperienced party past the falls.

You don't find many people out here. There are just a few folks from the nearby Abbey that come to clean themselves, gather water, and pray.

WINDBLUFF TOWER

LOOT

- Chest (Behind the locked gate on the ground floor, south side)
- Chest (High up on the outer walls of the tower)

BASIC INFORMATION

Windbluff Tower is the duke's northern stronghold. There are many guards there, but few of them have work for your hero. Rather than being a quest area, the tower is more of a quest target. You're sent there from time to time.

Ser Daerio is on the ground floor, by the tents. He's one of the more important Knights who serve there. The other men patrol the walls and the grounds, and they do a good job. You aren't attacked while looking around.



SIDE QUESTS THAT BEGIN HERE

SUPPLY AND DEMANDS

Begins: Talk to Ser Daerio (after meeting the duke)

Ends: When you deliver a message to either Julien or one of the guardsmen in the Duke's Demesne

Reward: Varies

Meet Ser Daerio up at Windbluff Tower and agree to take on this quest. You then have one week to gather supplies for Julien or to talk to the Captain of the Guard down in Gran Soren. It's certainly much easier to return to Gran Soren, but both options are fair. Here is a table to show the rewards for each of your options.

ACTION TAKEN	GOLD	EXPERIENCE	RIFT CRYSTALS
Give Julien 5 Ambrosial Meat within one week	12,000	6,000	20
Give Julien no Ambrosial Meat	6,000	4,000	20
Correctly answer the captain of the guard within a week	5,000	3,500	20
Lie to Julien	3,000	1,500	20
Lie to the captain	3,000	1,500	20

If you talk to Julien and select "One Week" your party receives five units of Ambrosial Meat. Giving these to Ser Daerio is a good way to raise your affinity with the knight. That said, you can also just keep the meat for your party. To do this, talk to Ser Daerio and cancel when the screen opens to hand over the meat.

Impress Ser Daerio enough and he gives you the Key to Windbluff Tower at the end of the quest. This opens the storehouse at the fort, where you find two nice pieces of armor.

Another trick in this quest is to play everyone. Give the message to Julien and Elmezt. Go to Julien first, to get the most positive affinity with Ser Daerio, and then visit Elmezt next.



WINDWORN VALLEY

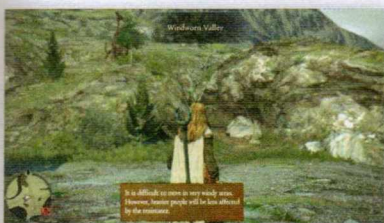
MONSTERS

- Snow Harpies

BASIC INFORMATION

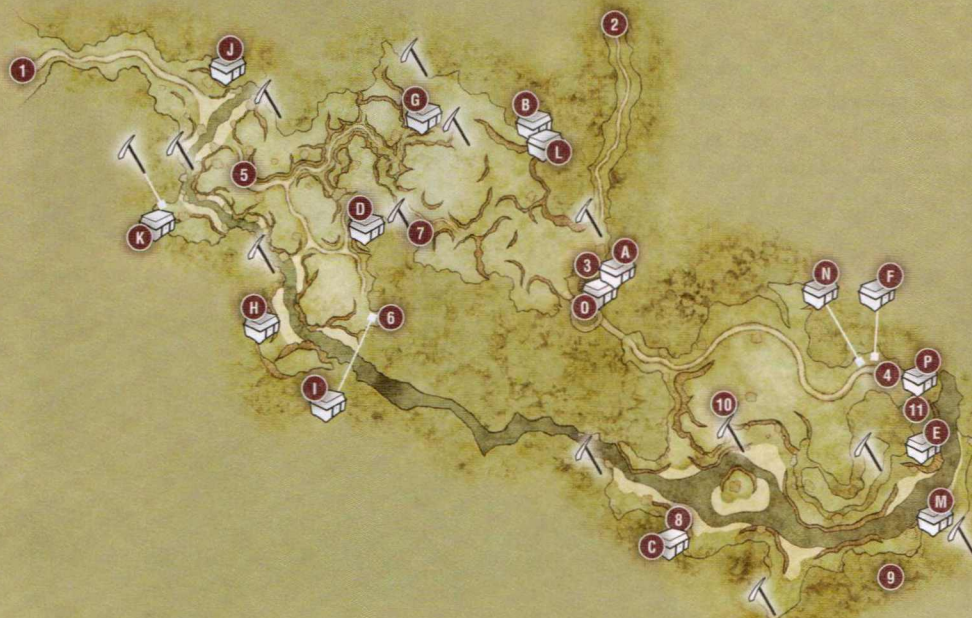
The Windworn Valley is close to the Blighted Manse, in the far north. The road splits, with a small eastern trail leading into the valley. Snow Harpies guard the initial entrance, but more fierce opponents lie beyond.

One obstacle is the wind that the valley is known for. This gale is ever-present, and it pushes against your character as you try to advance. Kill enemies before going into the area so that they can't hassle you during the tougher spots.



Then, sprint through the wind and use Stamina-restoring herbs if you run out of steam. Failing this, the wind pushes you back and makes it quite hard to continue. The effect is diminished on the edges of the valley, but it's still strong enough to blow you back.

WITCHWOOD



AREA ENTRANCES

- 1 To Vestad Hills
- 2 To Seabreeze Trail

AREA LOCATIONS

- 3 Witch's House
- 4 Guardian's Grave
- 5 Fog Hex (In Road)
- 6 Fog Hex (Behind Chest)
- 7 Fog Hex (Up in Tree)
- 8 Fog Hex (Behind Tree)
- 9 Fog Hex (Up in Tree on Hill)
- 10 Fog Hex (Up in Tree)
- 11 Fog Hex

NPCS

Quina
Selene
Sofiah

LOOT

- Bronze Idol (Outside of Selene's House)

MONSTERS

- Boars
- Goblins
- Spiders
- Wolves

BASIC INFORMATION

Witchwood is located at the southern end of a trail that leads west near the Encampment. Take the trail through the mountains and then down south through Bandit territory until you find the woods.

Immediately upon entering the foggy area, you notice that there is something wrong with your mini-map. Everything is covered so that you can't see the area around your hero. Because of this, it's tricky to maneuver around the forest. You still have the compass directions to help you, but that's the only real tool.

A	LOOT CHANCE
Circlet	55%
Silver Bands	15%
Cleansing Earring	15%
Direwolf Bow	15%

B	LOOT CHANCE
Blue Longkilt	60%
Yellow Gaiters	30%
Urban Hosen	10%

C	LOOT CHANCE
Common Archistaff	55%
Malignance	15%
Master's Merle	15%
Fluted Bow	15%

D	LOOT CHANCE
Dose of Courage	35%
Missionary's Robe	7%
Mahogany Cape	7%
Magician's Surcoat	4%
Jewel of Health	25%
Harspud Milk	22%

E	LOOT CHANCE
Meniscus	100%

F	LOOT CHANCE
Ferrystone	100%

G	LOOT CHANCE
Direwolf Cape	25%
Restless Earring	35%
Silver Ring	40%

H	LOOT CHANCE
Liquid Vim	60%
Rusted Bow	20%
Magician Crutch	20%

I	LOOT CHANCE
Banker's Periapt	40%
Common Archistaff	10%
Silver Ring	10%
Coin Pouch	40%

J	LOOT CHANCE
Dose of Strength	20%
Verdant Hood	40%
Wizard's Helm	15%
Gossip's Mask	5%
Golem Strategy Vol. 1	20%

K	LOOT CHANCE
Lady's Corset	70%
Magick Buckler	15%
White Stockings	15%

L	LOOT CHANCE
Veteran's Periapt	40%
Maga's Shoes	20%
Coin Pouch	40%

M	LOOT CHANCE
Unspoken Grace	55%
Anchor to Heaven	30%
Divine Axis	15%

N	LOOT CHANCE
Alchemickal Cloak	25%
Restless Earring	35%
Silver Ring	40%

O	LOOT CHANCE
Thunderclap	15%
Ring of Azure	45%
Ring of Guiles	40%

P	LOOT CHANCE
Fiery Talon	15%
Mark of the Chimera	35%
Wizard's Boots	50%

Destroy the Fetishes

There are small creations throughout the forest that glow with mist and power. Destroy these while proceeding through the area. Break enough of them and you start to see through the mist, exposing some of the map and making it much easier to navigate.

Locations:

- #1 Not far from the river, western side of the map
- #2 Southern side of the map, at the end of a path that leads toward wolves in a cubby

Once you've destroyed these two, you can see the main section of the map. The southern bend gets your group to a higher area of the forest. Drop off the eastern side of that ledge to continue moving in that direction, toward the far end of the woods.

Attacks from Wolves and Spiders come frequently, and you can't see them from far away. A few Goblins are here too. Listen to the reactions of your pawns. If they're preparing for a fight, something has caught wind of your group. Wait them out to keep the encounters small. Rushing ahead sometimes plops you into a few groups at once. That's livable if you've been doing some serious fighting already, but it often spells death for a less experienced hero.

GETTING TO THE EASTERN SIDE OF THE WOODS

The trickiest part of the way east is a sunken area that your party has to bypass. To cross the gap, use the higher area we mentioned in the tip above. Or, walk over a fallen log that's at the end of the northern path. Jump off from there to get to the same spot.

The way east is relatively straightforward after that. Another path cuts through the woods, and the cabin you seek is in a clearing close by.

A young woman named Selene lives in the house. If you have any business with her, go ahead and do it while you're there. Afterward, take the path that's north of Selene's house for a fast way to leave the area. Within moments your party escapes the forest. The new exit is on the cliffs near Cassardis, so you can rest there after your trip. Sadly, this is a one-way trip.

The Bronze Idol

An idol is found outside of Selene's home, on the outer deck. This won't be important for a good while, but eventually this item completes a quest to upgrade one of two stores. Make sure to get the Bronze Idol now so that you have it for later!

DEEPER INTO THE FOREST

After meeting the duke, later in the game, you can start a quest called *Witch Hunt*. It begins in Gran Soren, at Fountain Square. If you come to Selene's house while on that quest, a mob of villagers and guards arrives to attack her home. They're chased off by a Golem, but your party is left holding the bag when the monster attacks.

Destroy all of the glowing points on the creature's body. This is most easily accomplished by grappling the Golem and using light attacks on the individual points. These amulets of power are smashed, one by one. Often, this disables the Golem for a short time. The only problem is that Golems get very angry when their systems come back online. If a Golem turns red, that means that it's in a state of frenzy. Back off and fight defensively during this time. It's much safer than trying to finish the creature off! Eventually the frenzy fades, and you can go back to amulet smashing.

After you destroy the Golem, your team gains access to a secret route underneath Selene's house. This takes you to a section of the forest that wasn't previously available. Guardian's Grave is at the end of it, with some loot. You can also complete the *Witch Hunt* quest at that time.

SIDE QUESTS THAT BEGIN HERE

THE DRAGON'S TONGUE

Begins: After you pick up a strange tablet (after completing *Witch Hunt*)

Ends: Once you decipher the text on the tablet

Reward: 25,000 Gold, 10,000 Experience, 30 Rift Crystals, and a Ring



Once you've completed *Witch Hunt* your party has full access to both sides of Witchwood. There is an Ancient Tablet in the same place where you met the spirit, on the far eastern end of the forest. Pick that up

and take a look at it. A traveler, by the name of Rowland, has moved into this area. He mentions that scholars might help decipher the text.

Bring the tablet to Geoffrey, at the Gran Soren Cathedral. He directs you toward Hillfigure Knoll, north of the city. Bring the tablet up there and talk to the Dragonforged. He explains what it means, and that completes the quest.

METTLE AGAINST METAL

Begins: After completing *Witch Hunt*

Ends: If you can kill the Metal Golem again

Reward: 30,000 Gold, 30 Rift Crystals, and a Stagnant Surge

Come back to Witchwood after finishing *Witch Hunt*. The southeastern part of the forest continues to experience Golem trouble. A Metal Golem has taken over the region, and somebody has to handle it.

These upgraded Golems leave their medals all over the area so that you can't kill them just by climbing all over their bodies. Search around for the medals and destroy them to stop the rampaging monster. Once the fight ends, you get credit for the quest as well as the kill!



A LIFE OF YOUR CHOOSING

After completing the main story of *Dragon's Dogma*, the Arisen continues to be an important person in Gransys. There are new quests to obtain, and this chapter helps you find these new challenges (and defeat them as well).

Finishing the last battle gets your hero a number of equipment upgrades. Take a look at your existing gear to see how it has changed.

NEW QUESTS IN CASSARDIS

A WARM WELCOME



Begins: Immediately when you start the Post Game

Ends: After you've gone to the Duke's Demesne, visited the Solar, and returned to Fountain Square

Reward: 80,000 Gold, 60,000 Experience, and 80 Rift Crystals



Return to Gran Soren and talk to the guards on your way in. They direct you toward the Duke's Demesne. Go to the keep and climb up to the duke's Solar, on the second floor. A duel begins when you enter the room. It's not a fight that you can lose without trying. Defeat your enemy. When the next scene concludes, quickly leave the castle. Sprint back through to the Craftsman's Quarter and then down the street toward Fountain Square. Another scene begins as you do so. The quest ends as soon as the scene is over.



Breaking Ties

If you proceed with this quest, you can't travel safely through the Noble Quarter in the future. Fournival still walks around and can sell to you if you see him near Fountain Square or on the edge of the Craftsman's Quarter, so that's good news. However, you can't visit his home, the Knight's Manor, the church, or the Duke's Demesne.

Make sure that you have a good supply of Ferrystones and have tied up any loose ends in that part of the city before you continue.

A CHALLENGE

Begins: At the Cassardis Notice Board

Ends: If you beat the encounter in the Frontier Caverns

Reward: 20,000 Gold, 18,000 Experience, and a new treasure chest in the Frontier Caverns



You don't get this quest until very late in the game, after the Arisen has accomplished many amazing things. In the Post Game, the Cassardis Notice Board gets a couple of new tasks. One is to travel to the Frontier Caverns and face an unnamed foe. You know where to go by then, so it's only a matter of finding the time to do it.

Preparation Saves Time Later On

Before leaving town, buy a huge pile of extra herbs (for both Health and Stamina). Also, store every single item that you don't need. You want your character to be at the Very Light encumbrance level. Additionally, set any skills that aid your hero with grappling and Stamina use. All of these help you during this mission.



Head to the Shadow Fort, use the northern tunnel to get into the Frontier Caverns, and walk into the Proving Grounds. Your enemy meets you immediately. It's...big.

HYDRA

Stats

ATK	DEF	MAGICK ATK	MAGICK DEF
2,700	240	1,000	240

Did you ever wonder why the Frontier Caverns has such a big gate? This fight answers that question. The Goblins dug out this entire area so that they could smuggle things as large as a Hydra into your territory.

This Hydra is huge, strong, and can slap your pawns around like a set of children's dolls. Make sure you've distributed herbs among your team so



that the pawns can heal themselves during the fight. You're going to be busy!

Before going after the Hydra directly, kill some of the Goblins in the room. They hassle you and your allies,

making it harder to get the job done. It's true that more Goblins come in over the course of the encounter, but thinning their initial numbers still has merit. It's easier to fight the trickle than endure a massive rush.

Keep an eye on the Hydra's tail as much as its heads. The tail has a fearsome sweep that knocks everyone down unless they're able to leap over it. Staying out of range is not a good strategy because you can't do much against the beast if you're that far from it.

The items you brought for Stamina restoration are a godsend. They allow you to sprint around, rush to save fallen allies, and still restore yourself while using Weapon Skills on a constant basis.

For the early heads, it's somewhat untenable to climb and cut off the tops. The Hydra moves around too much, and the other heads aren't keen on letting you go about your task. There's a better way to get things done! Hang a little bit back while Killing Goblins, and wait for one of the heads to try and swallow your friends. This brings the heads low to the ground while your pawns struggle not to be eaten. Rush in and use your deadliest attacks to sever the head before meal time is over.

If you're too late and the Hydra manages to swallow a pawn, stop trying to kill the Hydra for a moment. Instead, look at the neck from the head that did the feasting. A bulge appears at a lower spot on the neck. Turn all damage to that area to free your friend. You don't have long!

Another tactic is to rush up to the Hydra. Stand underneath the heads and use jumpig attacks to smack the Hydra until heads start coming off. It's true that they regenerate, but you still do heavy damage. When all four of the heads are too high, slap at the body to do some damage. It's not much, but it adds up.



Shake off the Hydra if a head tries to swallow you. It's easy to break free! When headless stumps fall to the ground for regeneration, target them preferentially. The Hydra takes major damage when you hit the exposed stumps.

Eventually this kills the beast, awarding you a Trophy/Achievement. Also, the side gate in the cavern opens, so that pesky treasure is finally up for the taking.

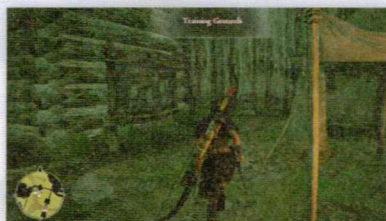


NEW QUESTS IN THE ENCAMPMENT

PUT TO THE TEST

Begins: At the Notice Board in the Encampment
Ends: Once you have defeated Ser Berne
Reward: 750 Gold, 1,000 Experience, and Gryphic Gold

This is an extremely short quest in the Post Game. On your way around the world, stop by the Encampment and look at the Notice Board. Ser Berne wants to have a duel with your hero. Accept this and talk to him at the entrance to the training ground.



This duel occurs without any foreign influences. Ser Berne doesn't bring any knights or monsters, and your hero doesn't get to have any pawns present. Compared with some of the fierce monsters you've faced, Ser Berne doesn't have much Health. What he does have is damage output.



The knight carries a hefty sword and can lay low even the Arisen if you give him a chance. Exploit his slow attack speed by making hit-and-run attacks against him. Either stay at range so that you can shoot and move, or dart in for fast attacks and then flee before Ser Berne can respond. When he dedicates to an attack, rush behind him and punish the knight!

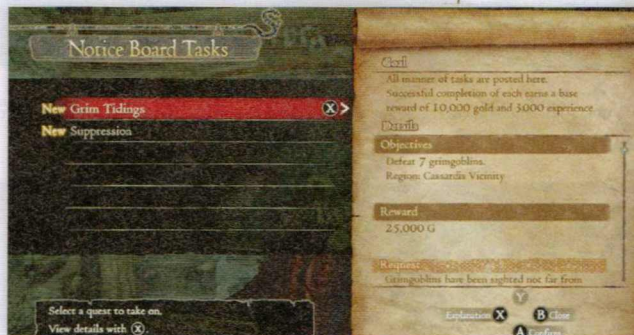


When you win, the quest concludes.

NEW QUESTS IN GRAN SOREN

GRIM TIDINGS (2)

Begins: At the Notice Board in the Pawn's Guild
Ends: After you've killed 7 Grimgoblins
Reward: 35,000 Gold, and 3,000 Experience



Grimgoblins are found around Cassardis or in the new version of the Everfall, a dungeon that dominates your play at this stage of the game. Finding seven of these Goblins won't be a major challenge. They're much tougher than their earlier cousins, but your new equipment should help you best them!

SUPPRESSION (4)

Begins: At the Notice Board in the Pawn's Guild
Ends: Once you have defeated a Wyvern
Reward: 160,000 Gold, and 3,000 Experience

Wyverns aren't easy to find in the new Everfall, but they're down there. The various rooms at the end

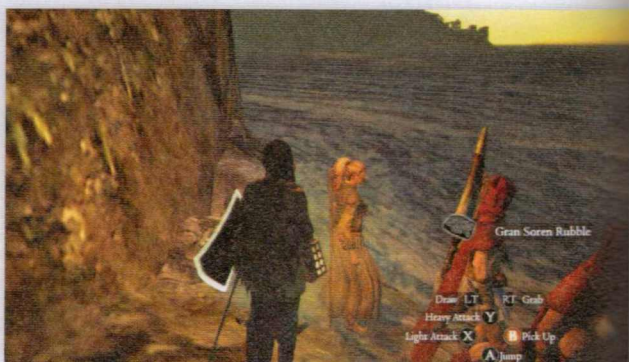


of the dungeon's major chambers sometimes have special boss fights. Expect to be challenged almost as much as if you were fighting the Dragon all over again.

COMMITTED TO MEMORY

Begins: At the Notice Board in the Alehouse
Ends: Gather a piece of Gran Soren Rubble
Reward: 10,000 Gold, 5,000 Experience, and a Golden Obliteratrix

Gran Soren Rubble can be found in a few places. A good place to look is on a rock in Gran Soren canal, near the exit. If you don't find any there, you can purchase it from Reynard.



HAIR RAISING

Location: At the Notice Board in the Alehouse

Goal: After you've gotten 30 tufts of hair

Reward: 10,000 Gold, 5,000 Experience, and a Path to Heaven

Search the Catacombs and other areas of Undead for tufts of hair, which are found in tombs. Stash these in your storage until you have the full number of tufts, since there isn't much point in carrying them around until you've collected enough to complete the quest.



BEYOND THE RIFT

BASIC INFORMATION

If you jump into the pit near Fountain Square of Gran Soren, your hero falls down the center of the Everfall. You can repeatedly do this to reach the many ledges along the sides of the shaft. Each has its own area with treasure, new monsters, and even some boss fights.

The other way to get into the dungeon is via the normal entrance at the bottom of the Pawn's Guild. Your mission, at this stage of the game, is to come in here and gather 20 Wakestones. These give your hero the power to unlock a deeper secret within the dungeon. Do this when you're interested in reaching the New Game+ feature of *Dragon's Dogma*, because the final stage is a major point of no return.



You can use a Ferrystone to get out of the Everfall and then jump back in whenever you like. So coming into the dungeon doesn't lock you inside. Leaving through the Chamber of Hope, where the pawn Quince waits, is also viable.

A Labyrinth of Chambers

Many of the rooms inside the Everfall look exactly the same. You find yourself wandering into the same few rooms, though they have different treasure, enemies, and challenges. Try not to get confused, and think of each chamber off of the main shaft as its own little world, despite the similarities in the rooms' construction.



Learn to anticipate the entrances and exits of a room. Though many doors and gates are locked, all of them appear in the same location in each version of the rooms. So, examine all of the doorways each time you find a new chamber so that you don't miss any of the rooms and their glorious loot!

Falling Down

While falling, open your map and bring up the list of chambers. This gives you an idea of the balconies and where to land for each one. It's a considerable boon when figuring out what you still need to explore.

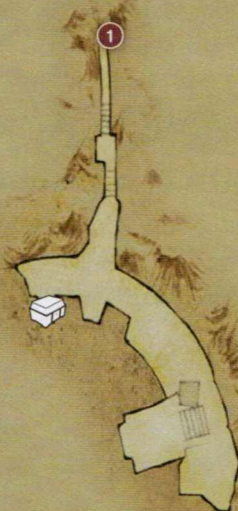


For extra Ferrystones, find Fournival. You can still find him around the Fountain Square area or the nearby passage. He sells the same goodies that he's always carried.

Make sure to bring extremely powerful pawns to help you with your fighting in the Everfall. The monsters here are the worst of the worst.

CHAMBER OF HOPE

Location:
Everfall
Entrance



AREA ENTRANCES

- 1 Door to Gran Soren Pawns Guild

Though you encounter the Chamber of Hope again later in the dungeon, for now your task is simple. Talk to Quince to begin the following quests before journeying deeper into the Everfall.

STORY QUESTS THAT START HERE

FATHOM DEEP



Begins: When you talk to Quince in the Everfall
Ends: After you bring 20 Wakestones to Quince
Reward: 75,000 Experience and 100 Rift Crystals

Quince is a pawn inside the Everfall (in the Post Game). You can reach her by jumping into the pit; she comes to speak with you soon afterward. The old entrance in the Pawn's Guild still gets you into the dungeon, so that's usable as well.

Quince gives you a Wakestone and asks that you find many more of the special items. 20 of them are needed if you wish to see the next stage of this journey. Wakestones and Wakestone shards are common throughout the dungeon, and you get a massive pile of great loot while hunting for them. You also get to meet some of the most hardcore monsters in the game.



If you're having trouble getting the stones this way, purchase them from Fournival from time to time and hunt the overworld for Wakestones and their shards. Buy a Dragoneye, also from Fournival, and use that to spot locations where these items can be found.

You can get all 20 stones at once by killing the Ur-Dragon, in the Chamber of Lament, but that's a risky undertaking. It's actually easier to get all 20 stones elsewhere than to beat the Ur-Dragon in a fair fight! Once you have all of the Wakestones you need, return to Quince and give them to her. Make sure that you've finished any loose ends before doing this, because Quince sends you someplace special afterward. Jump into the new Rift at the bottom of the Everfall when it's time to leave. This quest continues as *Final Judgment*.

FINAL JUDGMENT

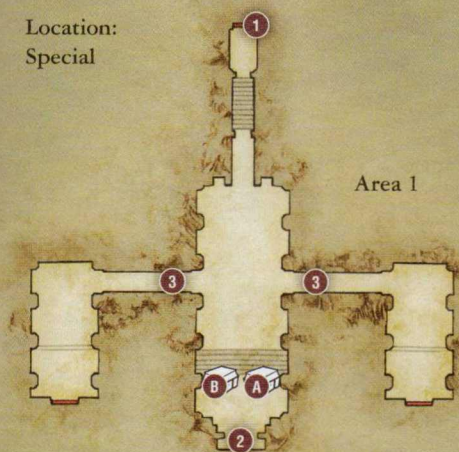


Begins: When you jump into the Everfall after completing the *Fathom Deep* quest
Ends: If you can defeat Seneschal
Reward: 75,000 Experience and 100 Rift Crystals

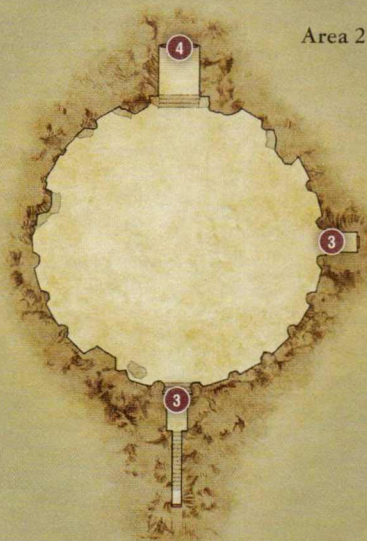
Your hero meets something that exists beyond the world itself. You won't have a chance to talk for more than a moment. This is a test, and you must soon show your strength of arms and resolve!

CHAMBER OF CONFUSION

Location:
Special



Area 1



Area 2

AREA ENTRANCES

- 1 Door to Entrance
- 2 Door to Area 2
- 4 Door to Area 1

AREA LOCATIONS

- 3 Locked Gate

MONSTERS

- Evil Eye

There are 15 chambers inside this version of the Everfall, but you can't get into them until you've passed the first test. You must beat the Chamber of Confusion, a special area that appears regardless of where you fall during your first time into the dungeon. Drop onto a balcony and step through the door there to reach this place. Once you've beaten it, the dungeon becomes a little more solid. You can dependably find the remaining chambers by falling to the same place each time.

There are two pawns in the entry area of this chamber. Talk to them to learn more about this place, and then loot the chests behind them. Use the door at the back to start a major fight.



CHEST A	LOOT CHANCE
Ferrystone	100%

CHEST B	LOOT CHANCE
Wakestone Shard	30%
Jewel of Health	44%
Golden Talisman	4%
Dragon Hide Bracers	6%
Grisly Skull	4%
Crimson Plate	4%
Exotic High Boots	4%
Ring of Pearl	4%

An Evil Eye is inside the new room. Attack its tentacles from the sides and back during the early portion of the fight. When the eye spins toward your



hero, dash around the creature to avoid its knockbacks, Petrification, and direct damage. Repeat this until the beast has lost enough tentacles

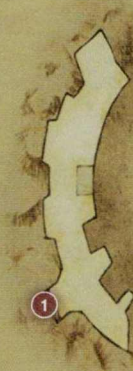
that you're able to knock it out of the air. Repeatedly attack the eye that hangs out of its mouth, and focus on that for the remainder of the encounter.

Search the body afterward for a Wakestone and then walk back to the main shaft of the dungeon.



CHAMBER OF ANXIETY

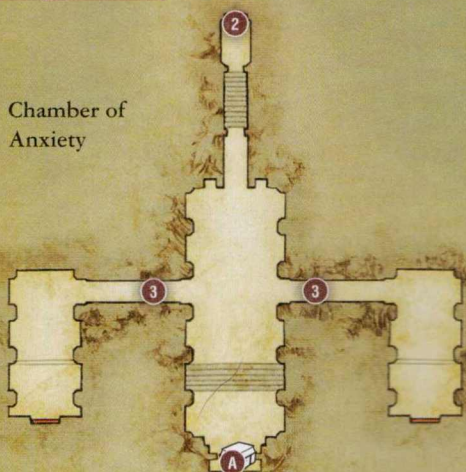
Location:
Western Side,
Near the Top



Entrance

A	LOOT CHANCE
Wakestone Shard	25%
Harspud Sauce	40%
Giant Coin Pouch	19%
Meloirean Plate	5%
Steel Gauntlets	5%
Dragon's Presence	2%
Philosopher's Robe	2%
Burnished Bracers	2%

Chamber of
Anxiety



AREA ENTRANCES

- 1 Door to Chamber of Anxiety
- 2 Door to Entrance

AREA LOCATIONS

- 3 Locked Gate

MONSTERS

- Wight
- Wight Summonings (Skeleton Sorcerers, Skeleton Knights, Undead Warriors)



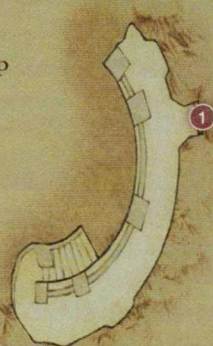
It's somewhat hard to hit the ledge for this chamber. Aim for the western side and hug the wall closely while you fall. There isn't much to see even when you get to the Chamber of Anxiety. There's a single Wight inside.

The flying creature summons other undead to aid it, but you've already faced battles with at least two of these at once. Beating a single one now is a walk in the park!

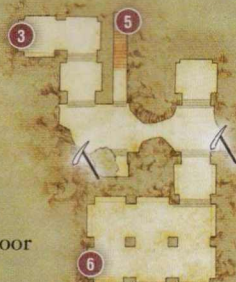
CHAMBER OF ABSENCE

Location:
East Side,
Near the Top

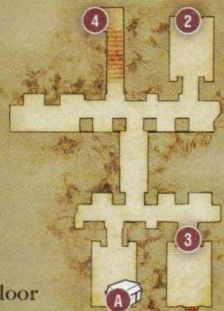
Entrance



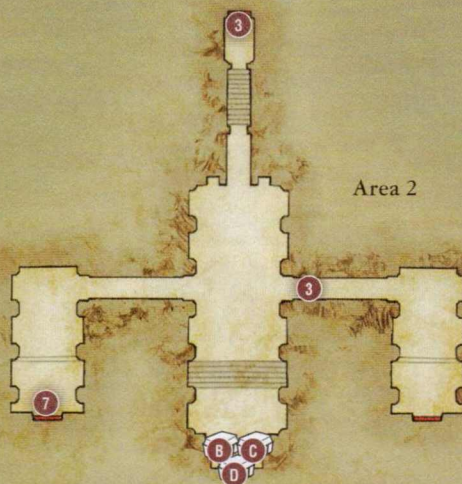
Area 1:
First Floor



Area 1:
Second Floor



Area 2



A	LOOT CHANCE
Wakestone Shard	28%
Panacea	55%
Martyr's Talisman	4%
Stalwart Bow	5%
Dragon's Pain	2%
Crimson Sabatons	2%
Lordly Cloak	2%
Shadow Gauntlets	2%

B	LOOT CHANCE
Wakestone Shard	22%
Balmy Incense	35%
Steel Nut Salve	25%
Steel Sabatons	6%
Noble Limbs	6%
Sable Sentinel	2%
Dragon Knight's Cloak	2%
Ring of Amethyst	2%

C	LOOT CHANCE
Wakestone Shard	19%
Fulgurous Lord Tome	40%
Giant Coin Pouch	25%
Meloirean Armguard	5%
Laurel Circlet	5%
Sage's Hood	2%
Dragonbeards	2%
Grisly Bone Armor	2%

D	LOOT CHANCE
Wakestone Shard	25%
Giant Coin Pouch	55%
Ferrystone	2%
Dragon Band	6%
Ring of Sable	6%
Red Dragon Scale	2%
Shadow Gauntlets	2%
Ring of Sapphire	2%

AREA ENTRANCES

- ① Door to Area 1: Second Floor
- ② Door to Entrance
- ④ Stairs down to Area 1: First Floor
- ⑤ Stairs up to Area 1: Second Floor
- ⑥ Door to Area 2
- ⑦ Door to Area 1: First Floor

AREA LOCATIONS

- ③ Locked Gate

MONSTERS

- Geo Saurians
- Goblins
- Grimgoblins
- Hellhounds
- Hobgoblins
- Skeleton Sorcerers

Fall along the eastern edge of the shaft and aim quickly to get to this upper ledge. Geo Saurians and Skeleton Sorcerers guard the room. They're up top, while Hell Hounds use their ranged attacks on the lower floor when your party descends.

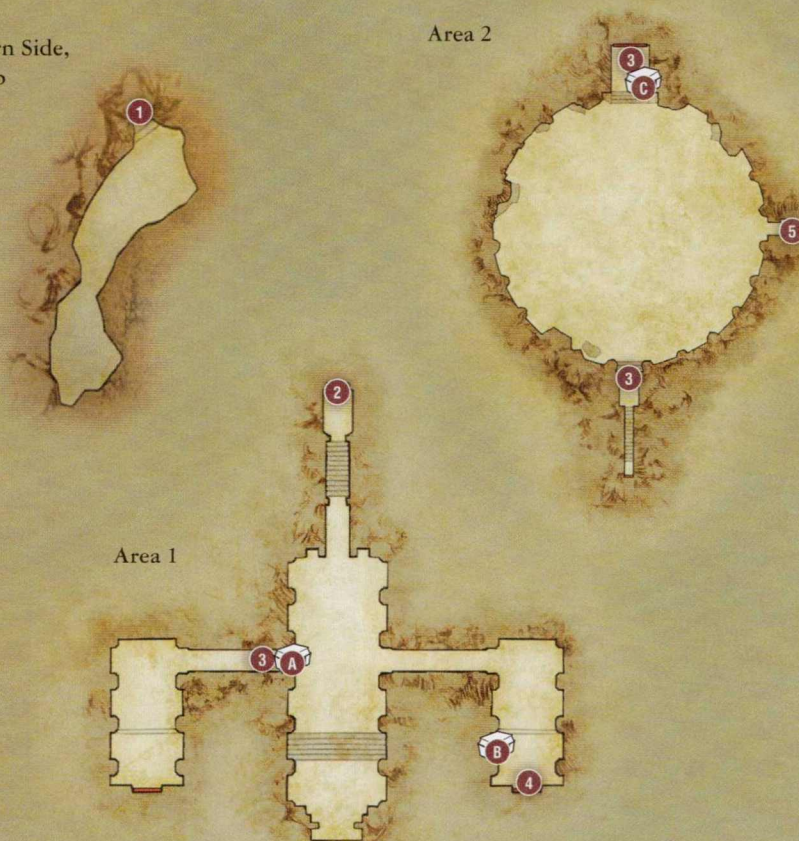


Search the primary area and then use the door on the lower floor to go deeper into the Chamber of Absence. That's where the Goblins and their kin are living. Kill them all and then search the chests and the end of the room. It's not a very lucrative chamber, but the experience for the fighting is pretty good.

CHAMBER OF HESITATION

Location:
Northwestern Side,
Near the Top

Entrance



A	LOOT CHANCE
Wakestone Shard	15%
Salomet's Secret	35%
Liquid Vim	10%
Salubrious Brew	18%
Harspud Sauce	16%
Golden Ring	4%
Platinum Ring	2%

B	LOOT CHANCE
Wakestone Shard	19%
Giant Coin Pouch	40%
Golden Egg	25%
Steel Sallet	5%
Darkened Gloves	5%
Dragon's Quickening	2%
Twilight Manicae	2%
Dignified Earring	2%

C	LOOT CHANCE
Wakestone Shard	30%
Golden Talisman	18%
Golden Egg	38%
Sultry Cowl	6%
Barbarian Chief's Helm	2%
Fey Whisper	2%
Dark Lorica	2%
Ring of Ruby	2%

AREA ENTRANCES

- 1 Door to Area 1
- 2 Door to Entrance
- 4 Door to Area 2
- 5 Door to Area 1

AREA LOCATIONS

- 3 Locked Gate

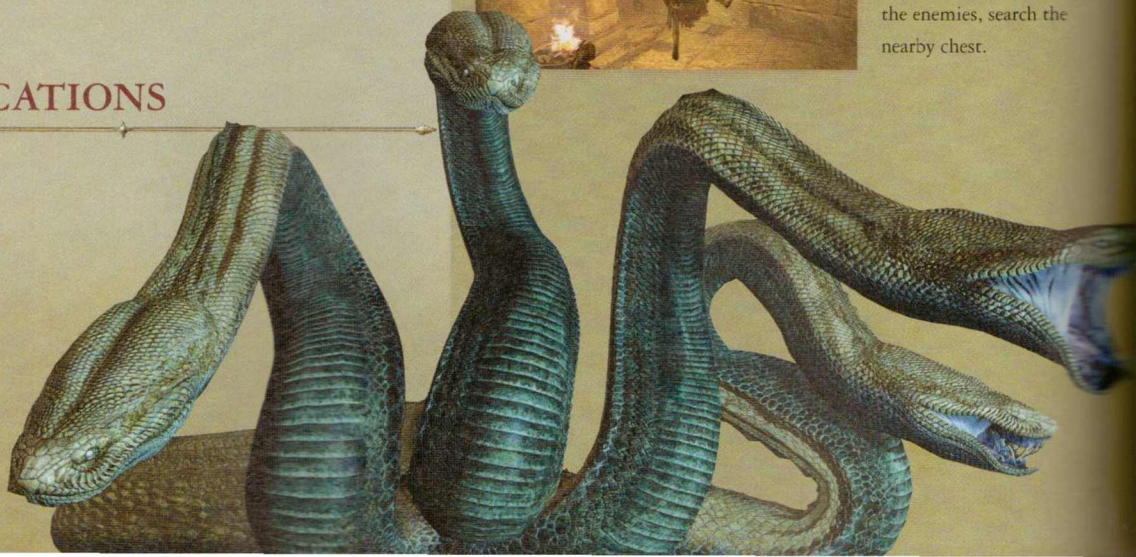
MONSTERS

- Archydra
- Saurian Sages
- Undead Warriors

Aim for the northwest when going after this chamber. If you think of the shaft as a clock, it's easiest to hit at around 10 o' clock. Go inside and kill the Saurian Sages in the side part of the first chamber. They like to drop in



on your party, so walk slowly and try to attack them from range without exposing your entire party. After you've killed the enemies, search the nearby chest.



Use the door in that section to enter an arena. An Archydra and some Undead Warriors are preparing to engage you. Fight the warriors first, to clear out some of the danger, and then start the long struggle against the Archydra. Attack the heads when they come down to strike at your pawns. Once you sever a head, use fiery spells or attacks to slow the regeneration of the stump. During this period, your attacks against the stump deal massive damage to the Archydra.

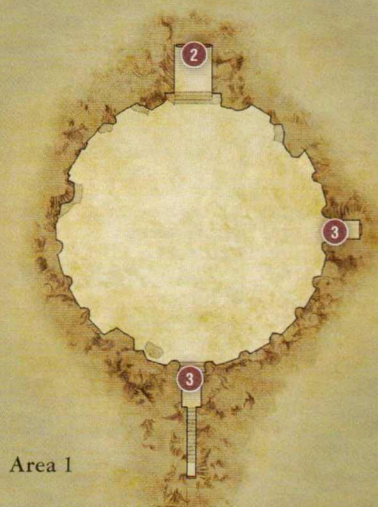
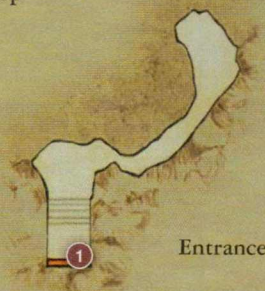
Revive your pawns if they fall, and keep the pressure going throughout the fight. Blow whatever restorative items you need to stay alive because you can always leave the Everfall afterward and restock. By this point, you should have more than enough money to pay for anything you need. Survival is much more important than economy!

Search for Wakestones after your victory.



CHAMBER OF APPREHENSION

Location:
Southeastern Side,
Near the Top



AREA ENTRANCES

- 1 Door to Area 1
- 2 Door to Entrance

AREA LOCATIONS

- 3 Locked Gate

MONSTERS

- Chimeras (2), Wight, Undead Warriors
- Cockatrices (2), Vile Eye, Grimgoblins

Getting to this balcony can be tricky. Pull hard to the east when you begin to land on the Chamber of Absence. Climb down the broken stairs on that level, jump off of those, and try to land on the small ledge of stone just beneath that point.

The chamber itself is a small arena. The fight you encounter is a serious one, and you don't know what to expect before entering. It might be Grimgoblins and a Cockatrice. It could be Chimeras. Just be ready for high-end enemies with support from weaker targets.

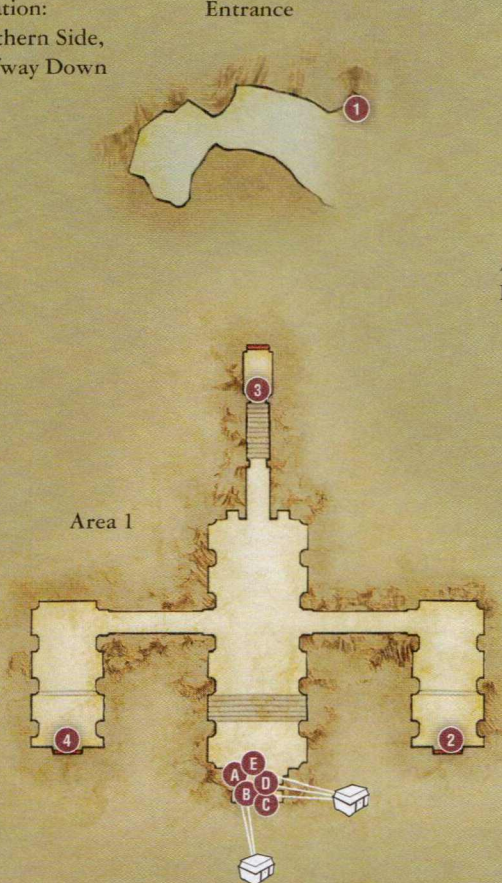


The fight is very long because you have to frequently stop to revive pawns. This is still worthwhile because they provide a fair amount of additional damage, healing, and general support. Use herbs not just on yourself, but to keep your party going so that your hero can focus on attacking instead of reviving.

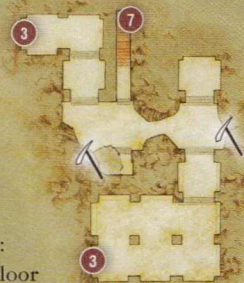
CHAMBER OF REMORSE

Location:
Northern Side,
Halfway Down

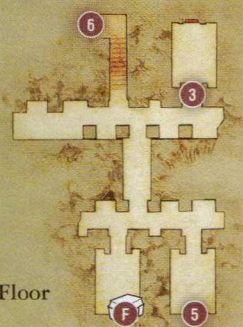
Entrance



Area 2:
First Floor



Area 2:
Second Floor



A	LOOT CHANCE
Wakestone Shard	15%
Desiccated Herbs	45%
Golden Ring	4%
Platinum Ring	2%
Decoction of Bandility	14%
Panacea	15%
Salubrious Brew	5%

B	LOOT CHANCE
Wakestone Shard	20%
Panacea	41%
Balmy Perfume	25%
Superior Cussles	4%
Ring of Argent	4%
Bloody Thistle	2%
Crimson Armet	2%
Golden Wristbands	2%

C	LOOT CHANCE
Wakestone Shard	15%
Jewel of Health	35%
Golden Ring	4%
Platinum Ring	2%
Harspud Sauce	14%
Jewel of Time	25%
Liquid Vim	5%

D	LOOT CHANCE
Wakestone Shard	30%
Secret Softner	28%
Golden Ring	4%
Platinum Ring	2%
Giant Coin Pouch	15%
Harspud Juice	16%
Liquid Vim	5%

E	LOOT CHANCE
Wakestone Shard	20%
Giant Coin Pouch	25%
Golden Ring	4%
Platinum Ring	2%
Steel Nut Salve	14%
White Wine	25%
Red Wine	10%

F	LOOT CHANCE
Wakestone Shard	40%
Large Coin Pouch	40%
Golden Talisman	7%
Chilling Razors	5%
Carnation	2%
Golden Lion Helm	2%
Exotic High Boots	2%
Ancient Cape	2%

AREA ENTRANCES

- 1 Door to Area 1
- 2 Door to Entrance
- 4 Door to Area 2: Second Floor
- 5 Door to Area 1
- 6 Stairs down to Area 2: First Floor
- 7 Stairs up to Area 2: Second Floor

AREA LOCATIONS

- 3 Locked Gate

MONSTERS

- Cyclops (Armored)
- Golem
- Grimgoblins

STORES

JOYE, PAWN PEDDLER

CURATIVES	WEIGHT	COST
Foreign Medicament	0.60	4,600
Salubrious Brew	0.49	3,000
Balmy Incense	0.53	8,250
Staminal Drench	0.54	1,300
Liquid Vim	0.51	4,900
Rousing Incense	0.51	7,750
Mithridate	0.13	120
Bringbout	0.20	600
Bottled Haste	0.13	160
Eyedropper	0.11	240
Throat Drops	0.15	280
Liberating Brew	0.13	280
Placative Brew	0.43	280
Purifying Brew	0.18	800
Secret Softener	0.15	500
Dose of Strength	0.15	150
Dose of Courage	0.14	100
Warlock's Draught	0.15	150
Cleric's Draught	0.14	100
Panacea	0.59	2,500
TOOLS	WEIGHT	COST
Airtight Flask	0.45	320
Empty Flask	0.12	20
Flask of Water	0.21	90
Flask of Oil	0.27	175
Poison Flask	0.15	80
Vigor Extract	0.31	1,350
Serenity Extract	0.29	1,000
Silverwheat Paste	0.31	350
Goldbean Grind	0.29	350
Ferrystone	0.18	45,000

MATERIALS	WEIGHT	COST
Purple Crystal	0.99	11,863
Petrifactor	0.67	4,950
Dappled Ore	1.11	2,460
Slick Black Pinion	0.57	17,220
Dragon Scale	0.46	23,480
WEAPONS	WEIGHT	COST
Carnation	1.68	385,000
Wounded Heart	3.33	1,326,000
Dragon's Pain	1.28	737,000
Frigid Finger	1.31	308,000
Sable Sentinel	2.12	533,200
Fey Whisper	0.54	439,000
HEAD	WEIGHT	COST
Diadem	0.76	576,800
TORSO	WEIGHT	COST
Crimson Plate	7.89	582,000
ARMS	WEIGHT	COST
Twilight Manicae	1.84	418,000
LEGS	WEIGHT	COST
Gristly Greaves	2.13	474,000
ACCOUTREMENTS	WEIGHT	COST
Ring of Gules	0.20	40,000
Ring of Azure	0.20	40,000
Ring of Purple	0.20	40,000
Ring of Argent	0.20	60,000
Ring of Sable	0.20	60,000
Rose Ring	0.16	30,000
Iris Ring	0.16	30,000
Violet Ring	0.16	30,000

Go about halfway down the shaft and aim for the northern side to find this balcony. Go inside and look for a wealth of treasure in the first room. There aren't any monsters there, so it's just free goodies all around.

Talk to Joye, in the western edge of the room. He's a pawn with a number of Health items and measurements available for sale. Sell any unwanted items to keep your encumbrance down, and then use the door nearby to continue into the chamber.



Be careful in the next room. It's another balcony area.

Grimgoblins and a Golem are up top, and a Cyclops is on the bottom. Lure the Golem to the edge of the bridge, and then try to knock the creature off. This makes the fight much easier!

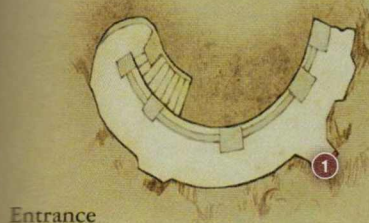
The other enemies are fairly run of the mill, but search well after you're done killing them. This chamber is a wealth of Wakestones and shards.



CHAMBER OF TRAGEDY

Location:

Southern Side, Near the Top



Entrance



First Floor



Second Floor

A	LOOT CHANCE
Wakestone Shard	35%
Jewel of Darkness	30%
Giant Coin Pouch	19%
Superior Cuirasses	5%
Golden Belt	5%
Ring of Amethyst	2%
Golden Lion Padding	2%
Dark Buckler	2%

C	LOOT CHANCE
Wakestone Shard	30%
Salomet's Secret	30%
Secret Softener	24%
Royal Cuirasses	5%
Dark Over-Knee Boots	5%
Dragons Risen	2%
Dragonscale Arm	2%
Nebula Cape	2%

E	LOOT CHANCE
Wakestone Shard	40%
"The Sundering Spear" Tome	44%
Stalwart Bow	5%
Harmonious Earring	5%
Dragon Knight's Helm	2%
Shadow Greaves	2%
Ancient Cape	2%

G	LOOT CHANCE
Wakestone Shard	30%
Balmy Incense	44%
Ferrystone	10%
Steel Sabatons	5%
Indomitable Earring	5%
Sable Sentinel	2%
Crimson Gantlets	2%
Ring of Pearl	2%

B	LOOT CHANCE
Wakestone Shard	30%
Liquid Vim	39%
Giant Coin Pouch	15%
Steel Cuirass	5%
Direwolf Veil	5%
Fey Whisper	2%
Diadem	2%
Matte Robe	2%

D	LOOT CHANCE
Wakestone Shard	20%
Secret Softener	45%
Harspud Sauce	19%
Sultry Pareo	5%
Autumn Hood	5%
Wounded Heart	2%
Gleaming Bangles	2%
Grisly Greaves	2%

F	LOOT CHANCE
Wakestone Shard	24%
Jewel of Time	30%
Giant Coin Pouch	30%
Dragon Hide Bracers	5%
Meloiran Cyclops Veil	5%
Ring of Onyx	2%
Crimson Plate	2%
Holy Cuirasses	2%

AREA ENTRANCES

- 1 Door to First Floor
- 2 Door to Entrance
- 3 Locked Gate
- 4 Stairs up to Second Floor
- 5 Stairs down to First Floor

AREA LOCATIONS

- 3 Locked Gate

MONSTERS

- Gargoyles
- Specter
- Succubi

This is another one of the chambers on the southern side of the shaft. Drop down to it and go into the chamber. There are a number of enemies to fight, and they're likely to drop multiple Wakestone Shards along the way.

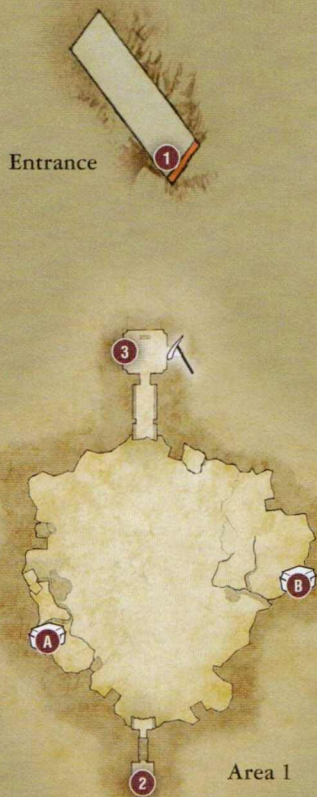
Clear the entire downstairs area while watching for these drops and then loot the chests in the side rooms (and on the upper walkways). You end up with at least two Wakestones worth of goodies for just a couple minutes of fairly easy fighting.

It helps to have ranged weapons, jumping attacks, or some manner of upward strike when dealing with this chamber.

The enemies are highly mobile, and fly around your party throughout the engagement.

CHAMBER OF LAMENT

Location: Southeastern Side,
Partway Down



A	LOOT CHANCE
Liquid Vim	25%
Salubrious Brew	25%
Empty Flask	15%
Flask of Oil	20%
Harspud Sauce	10%
Interventive	5%

B	LOOT CHANCE
Liquid Vim	25%
Salubrious Brew	25%
Empty Flask	15%
Flask of Oil	20%
Harspud Sauce	10%
Interventive	5%

AREA ENTRANCES

- 1 Door to Area 1
- 2 Door to Entrance
- 3 Door to Entrance

MONSTERS

- The Ur-Dragon
- Twisted Pawns

The Fastest Way to Win or Die!



All 20 Wakestones can be gathered in a single fight in this chamber. The risk is that you'll just get killed instead. The monster here is the toughest in the entire game. It's the Ur-Dragon, and even the big red guy would be scared of this creature.

Only come here if you have wonderful equipment, extremely high levels, and a lot of practice fighting the lesser dragons. A number of the techniques translate well, so you find the practice helpful.

Before coming here, drop off all unneeded gear in storage to lighten your encumbrance. Fill up on a massive amount of herbs for Stamina and Health. Recruit pawns of the highest possible level, and make sure that they have a high maximum Health.

The tiny balcony for this chamber is hard to see. Look at the maps to get the exact angle for it and then shoot for that while dropping down the shaft (it's around 4 o'clock). Dropping onto the Chamber of Tragedy is easy because it's



so large. If you jump off the stairs there and push northeast, you can land on the Chamber of Lament's ledge. Go inside to find a wild landscape of fire and destruction.

There is also a special Riftstone in Cassardis that brings your hero to this epic battle site. It's near the recessed cove beside the town's main beach.

Fight the pawns that have become twisted and evil here. Some of them are melee characters, while others use magick or ranged attacks. Don't hang back and fight defensively. Overwhelm them with high-damage attacks and knockdowns to keep them from becoming a threat.

When you're done, wait for a short time and the Ur-Dragon approaches. It's time to prove your worth.

UR-DRAGON

Stats

ATK	DEF	MAGICK ATK	MAGICK DEF
3,500	380	1,300	380

The Ur-Dragon comes down to the area like the wrath of god. This creature is almost a mix of a Golem and the Dragon because it's almost immune to

damage that isn't targeting specific points on its body.

Look for these glowing areas. They're all over the place: under the chin, on the neck, by the heart, on the legs and arms, under the hands and feet, out

on the wings, on the tail, and even on the creature's flank. Target all of these, in turn. The legs are some of the safest targets, and they drop the Ur-Dragon to the ground once you've done enough damage. Use that time to get some chest shots while the creature is wounded.

Most of the fight is spent moving from vulnerable point to vulnerable point, disabling each. You have to do some serious climbing to get onto the creature's back, but it's a necessary part of the encounter. The spine and wing targets need to be taken out.

Make sure to get the point under the chin while the Ur-Dragon is recovering. That one is a pain to target during the more aggressive parts of the encounter.

Never stand still for long. Almost all of the Ur-Dragon's attacks cover a huge area of effect. You don't want to be in front of the monster, nor do you really want to be near the sides, except on the rear flanks.

Watch out for spells, claw swipes, and breath attacks. Always assume that the

Ur-Dragon can hit you with whatever its summoning, so run like a maniac if the effect starts anywhere near you.

After eight minutes, the Ur-Dragon flies away. You have to try and kill the creature within that period, or make subsequent assaults on the lair to finish it off.

While playing online, you may encounter Ur-Dragon's that are more (or less) powerful than the ones that are found offline. If people have consistently killed the Ur-Dragon quickly, it becomes stronger! When parties have fallen to the creature or taken too long, the battles become easier.

When you've won, go into the northern cave at the end of the chamber. The stone there contains information about those who have previously beaten the Ur-Dragon. Next to it is a door that lets you return to the Everfall. That's also where all of the treasure appears if you've won the fight. Collect it and rejoice in your victory. You can leave the chamber by stepping out from this spot.

REWARDS FOR THE UR-DRAGON BATTLE

DESTROYING PARTS OF THE UR-DRAGON'S BODY:

AREA DESTROYED	# TARGETS	ITEM AWARDED	% CHANCE TO DROP
Ur-Dragon Head	3	Great Dragon Horn	30%
		Dragon Horn	5%
		Great Dragon Fang	30%
		Dragon Scale	5%
		Sour Ambrosial Meat	5%
		Nothing	25%
		Nothing	0%
		Nothing	0%
		Nothing	0%
Ur-Dragon Wing	3	Great Dragon Alula	50%
		Putrid Dragon Scale	10%
		Dragon Scale	5%
		Sour Ambrosial Meat	5%
		Rotten Ambrosial Meat	5%
		Nothing	25%
		Nothing	0%
		Nothing	0%
Ur-Dragon Fore Leg, Hind Leg (Claw portion)	3	Great Dragon Claw	40%
		Dragon Claw	10%
		Putrid Dragon Scale	10%
		Dragon Scale	5%
		Sour Ambrosial Meat	5%
		Rotten Ambrosial Meat	5%
		Nothing	25%
		Nothing	0%
		Nothing	0%

AREA DESTROYED	# TARGETS	ITEM AWARDED	% CHANCE TO DROP
Ur-Dragon Chest & Stomach	3	Putrid Dragon Scale	30%
		Dragon Scale	10%
		Indurated Dragonsblood	15%
		Wakestone	10%
		Rotten Ambrosial Meat	5%
		Sour Ambrosial Meat	5%
		Nothing	25%
		Nothing	0%
Ur-Dragon Tail	3	Putrid Dragon Scale	30%
		Dragon Scale	10%
		Indurated Dragonsblood	15%
		Golden Egg	5%
		Rotten Ambrosial Meat	10%
		Sour Ambrosial Meat	5%
		Nothing	25%
		Nothing	0%
Ur-Dragon Other	3	Putrid Dragon Scale	40%
		Dragon Scale	15%
		Rotten Ambrosial Meat	8%
		Sour Ambrosial Meat	5%
		Indurated Dragonsblood	2%
		Wakestone Shard	5%
		Nothing	25%
		Nothing	0%
		Nothing	0%